

# Dungeondraft Quickbook

v4.1

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## 1. Introduction

1. This is an outline of every option for Dungeondraft. I hope you like it. :-)
2. Dungeondraft was written by Megasploot, belongs to him, and I thank him for letting me write this Quickbook. :-)
3. Basically created by just looking at the program and writing one-liners on what everything does.
4. Ok. I decided to just go bonkers and take screenshots of every single thing in Dungeondraft. This means this document will grow exponentially and will probably need a Table of Contents and Index. Bear with me.
5. Note : In a PDF document you should be able to right-single-click on an image and save the image to your hard drive in case you wish to look at it AND/OR you can zoom in on the PDF document itself. So the images may be small to your eye now – but you can make them larger.

## 2. Layout of the book

1. The book is a “quick” book in that only one or two lines are written about each section.

## 3. Basic syntax of information.

1. Regular text is written using the Times New Roman font.
2. Keys that you need to type in are shown in all uppercase <COURIER NEW FONT> with “<>” around them as if they were HTML code..
3. If it is really important that you should type something in, then they are shown in <BOLD COURIER NEW FONT> **with the “<>” around it.**
4. Mouse usage is shown in the <COURIER NEW FONT> as well- with the “<>”.
5. Emphasized information is presented however we want to do so. No really.

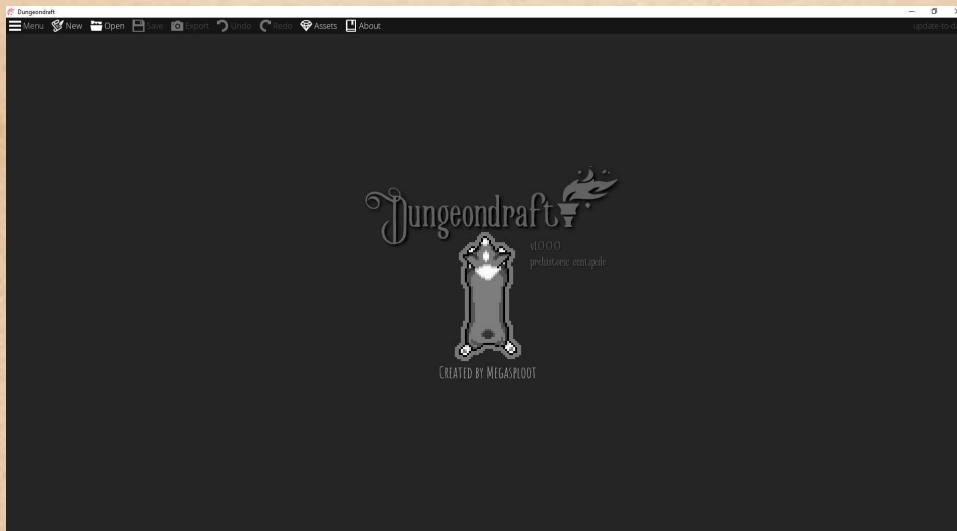


4. Starting the program.

1. When you first start up the program, you will see the Dungeondraft small window letting you know that it is loading.

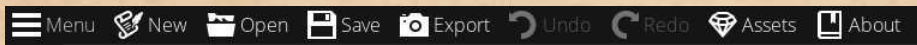


2. After the program has loaded, you should see the main screen itself.



### 3. Basic Screen Layout

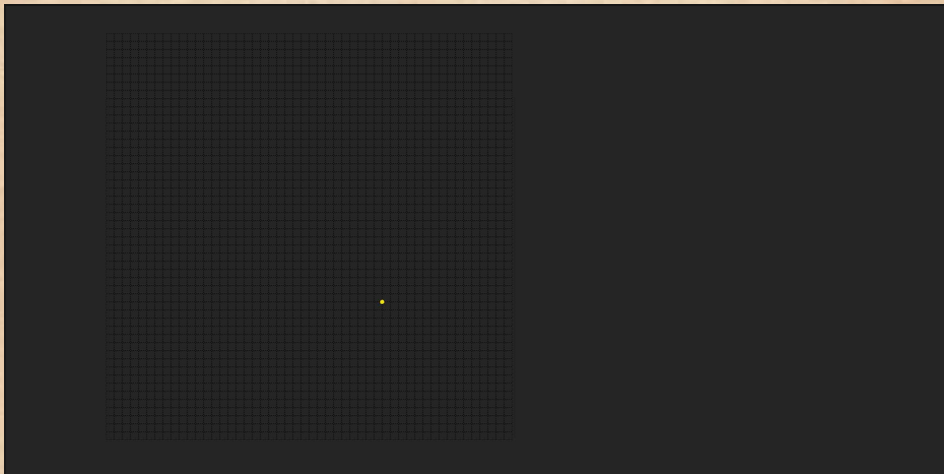
1. Once the program has started running and the screen is displayed you will notice that there are four areas to the program. The first is the menu which runs across the top of the screen.



2. Next, on the left side of the screen, is a second menu.



3. Then there is the main display area in the middle of the screen.



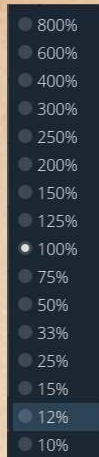
4. And finally there are TWO menu bars at the bottom of the screen.

1. The first menu bar is a general status menu bar.



1. Grid. Allows you to turn on/off the displayed grid
2. Snap. Allows you to turn on/off the snap feature. Snapping is either in whole numbers such as 1, 2, 3, etc... or the fractional numbers such as 1.275, 2.443, etc...
3. Lighting. Turns lighting on and off.

4. Zoom. Allows you to select the zoom from 10% to 800%.



5. Level to display. Allows you to select which level to display on the screen.
6. Compare Levels. Allows you to select two layers to be displayed at the same time.

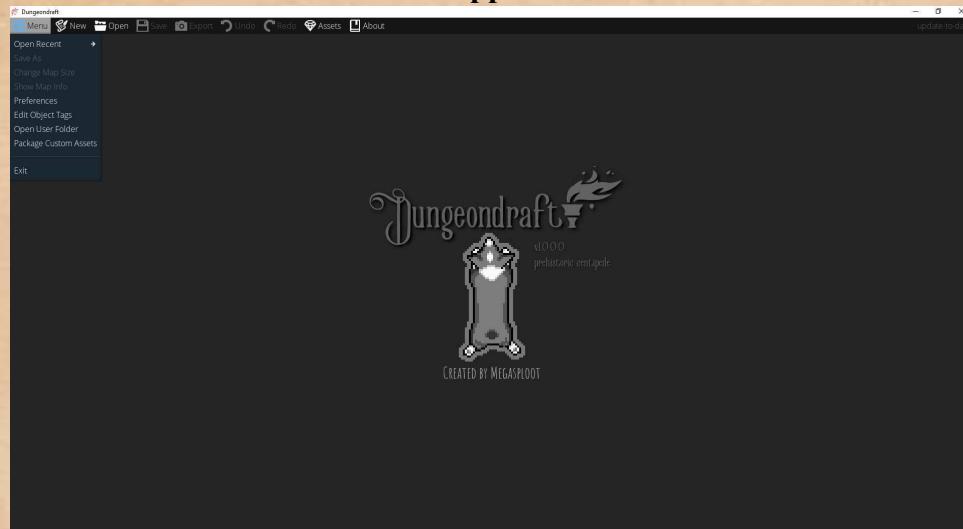


1. Reference Level. The second level to display at the same time as the Current Level. The level must already exist and be available in the pull down menu.
2. Opacity. Sets transparency the Reference Level.
3. Current Level. Sets the opacity of the Currently displayed Level.



## 5. Main Menu

The Main Menu is located in the upper-left corner of the screen.

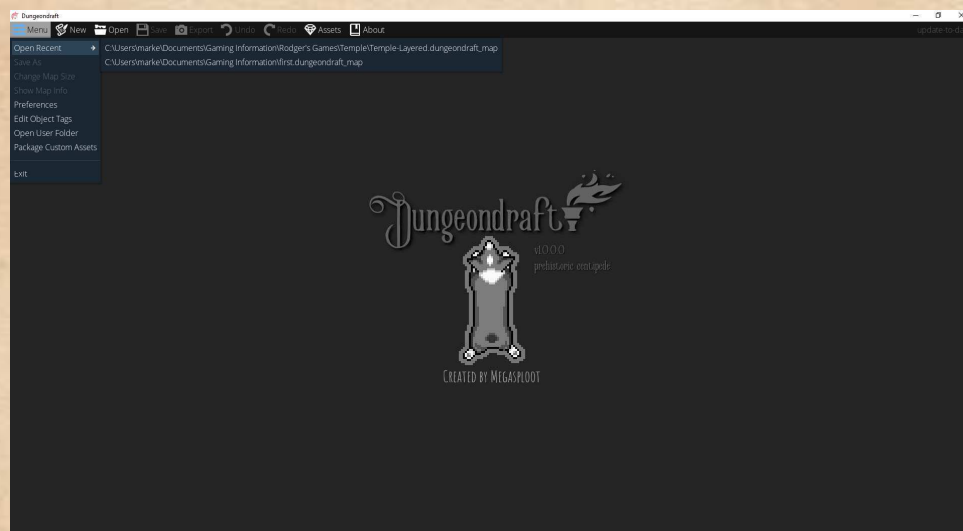


Along the bottom of the screen you should not see a bar since you have not yet done anything. Some of the options displayed by the Main Menu are not active and/or will appear grayed out. Later on, they will be shown normally. All images after this point in the document will be shown with all options active.

### 1. Menu Options

#### 1. Open Recent

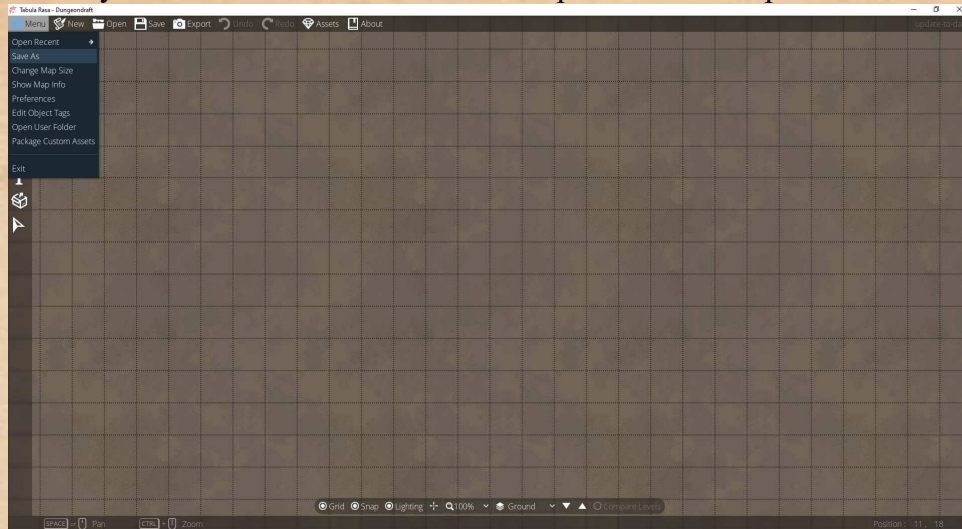
1. Opens a recently worked on file.



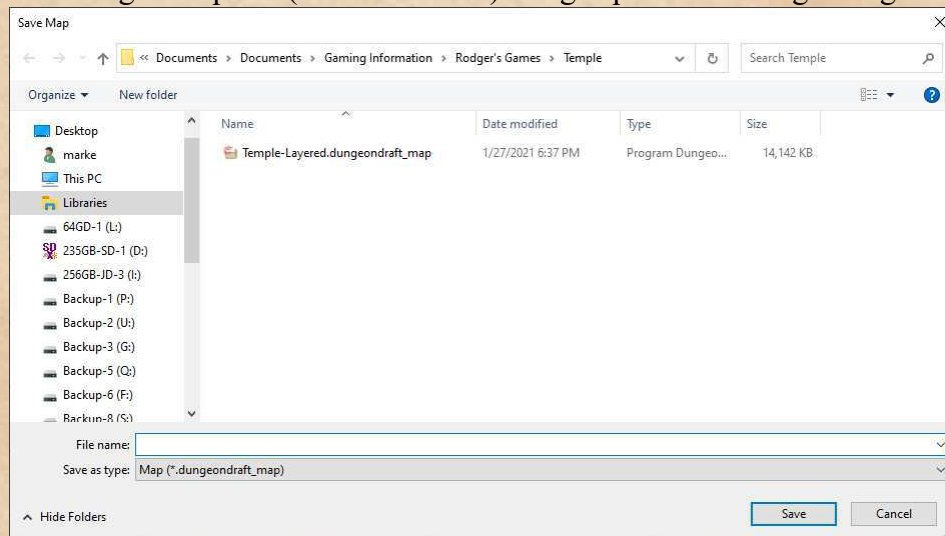
2. Note that the file names from the Recent Files option is shown to the right of the option.

## 2. Save As

1. Saves your work to another file. Ex: A.map saved as B.map.



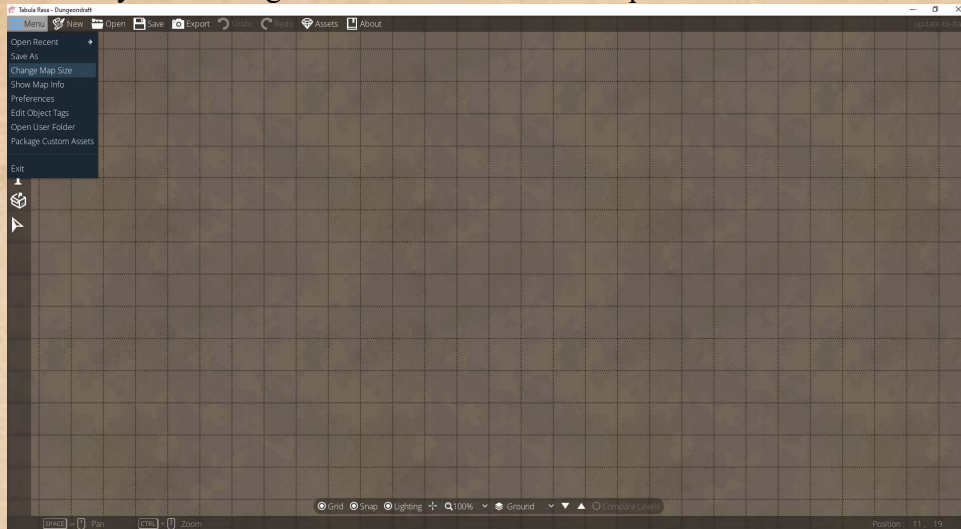
1. Selecting this option (when available) brings up the following dialog:



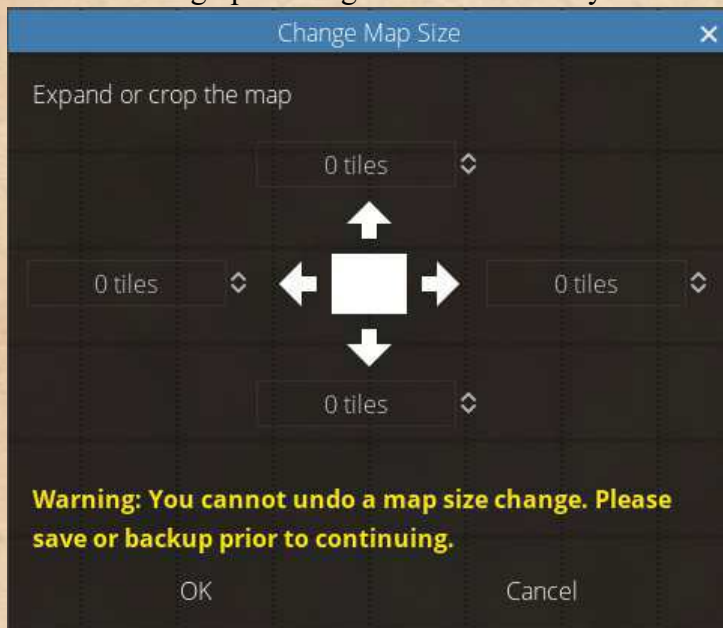


### 3. Change Map Size

1. Allows you to change the size of the current map.



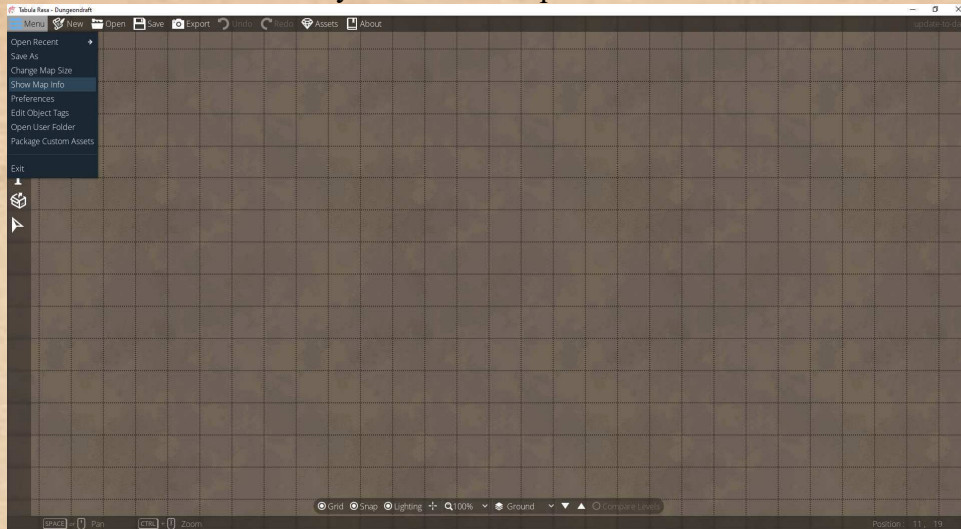
2. This will bring up a dialog which will allow you to change the size of the current map:



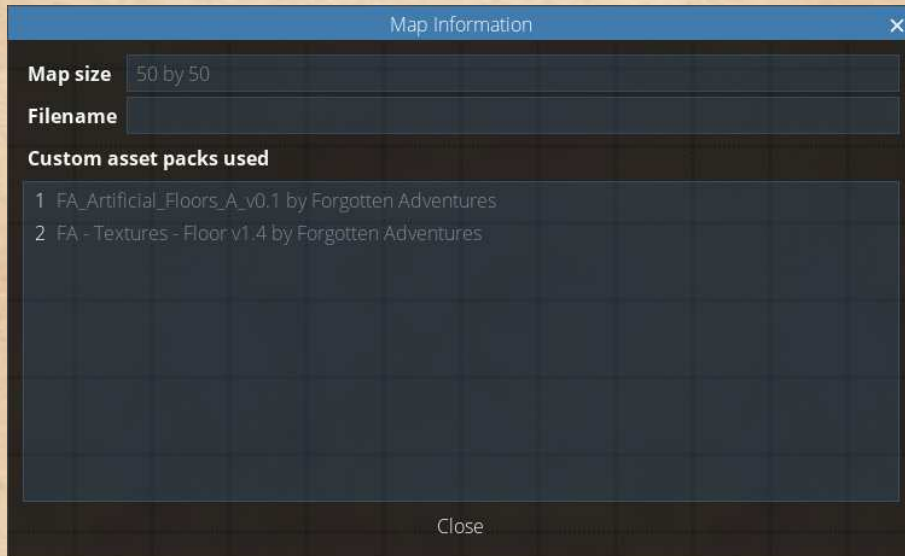


#### 4. Show Map Info

##### 1. Show information about your current map.

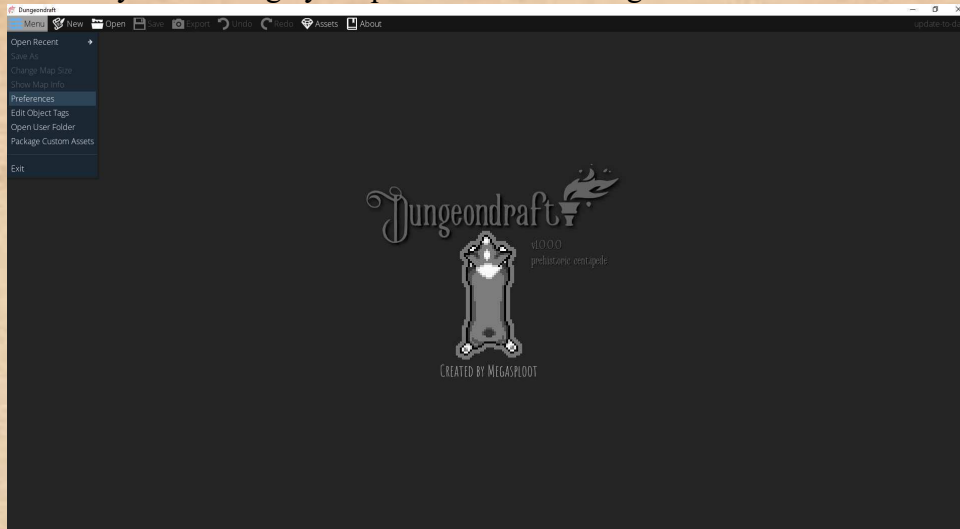


##### 2. Selecting this option shows the current map information by bringing up a dialog with this information:



## 5. Preferences

1. Allows you to change your preferences for Dungeondraft.



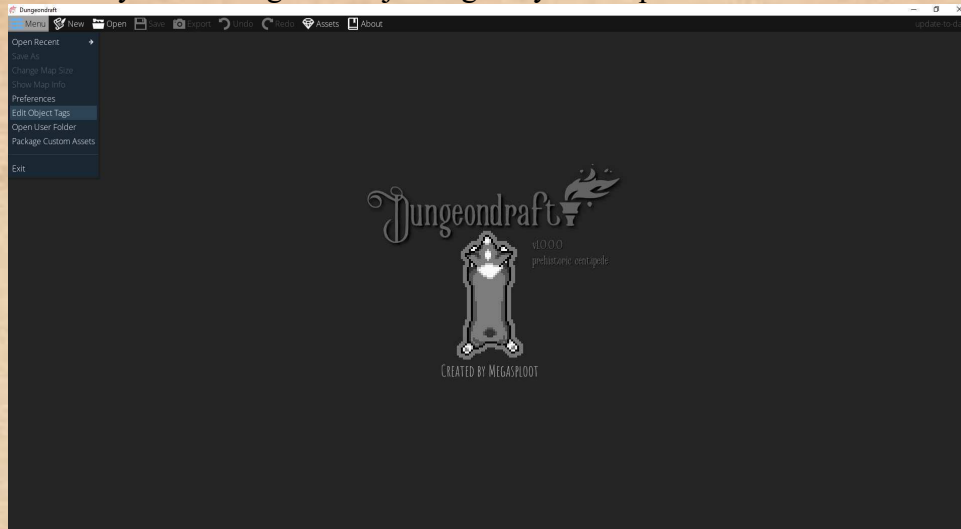
2. Selecting the above option will display the following dialog:



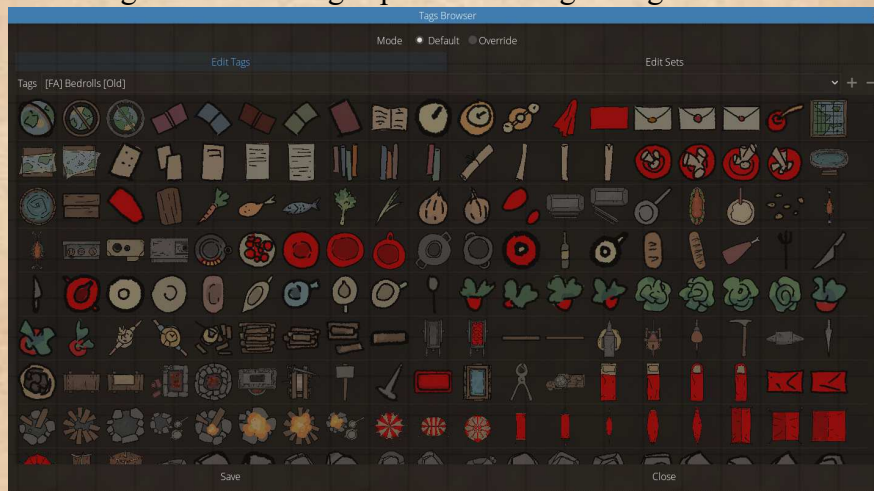


## 6. Edit Object Tags

1. Allows you to change the object tags of your map.

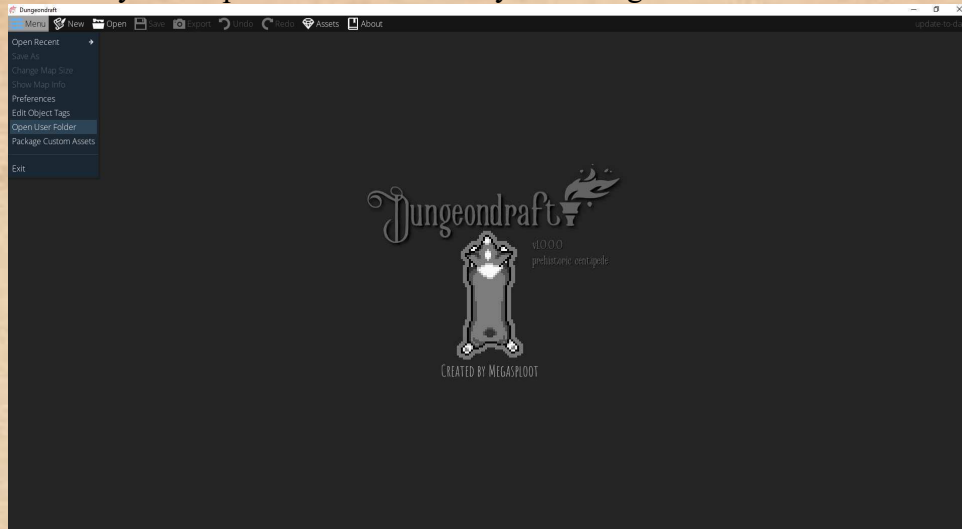


2. Selecting the above brings up the following dialog which is labeled Tags Browser:

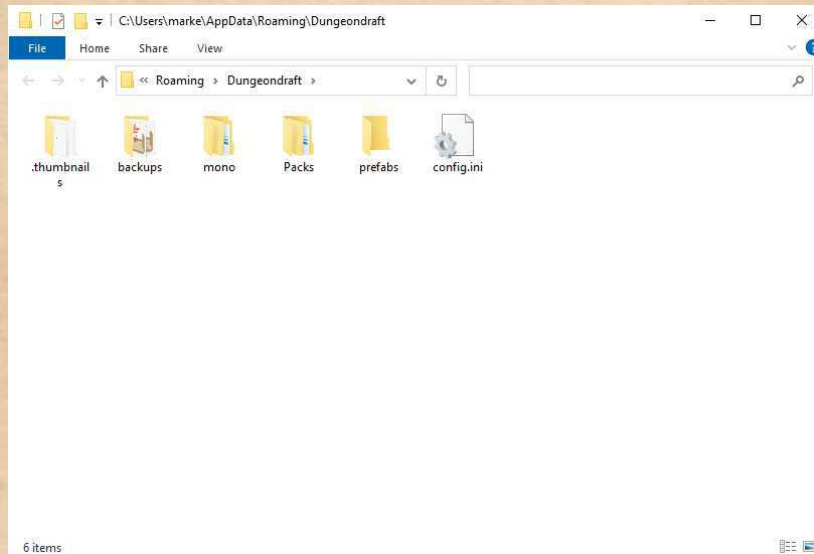


## 7. Open User Folder

1. Allows you to open the folder where your configuration files are located.



2. Selecting the above brings up the following dialog which shows the folder designated as your Dungeondraft folder.



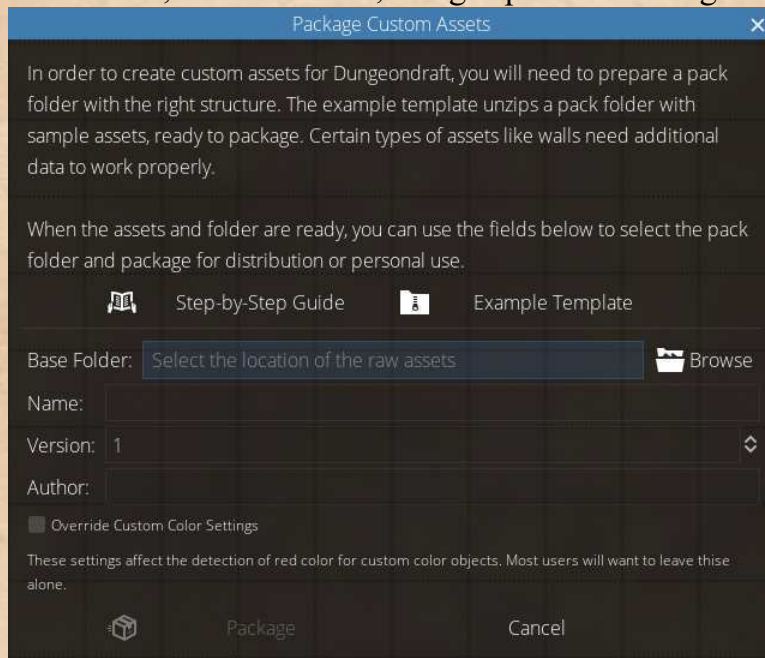


## 8. Package Custom Assets

### 1. Allows you to create custom asset packages.



### 2. The above, when selected, brings up the following dialog:



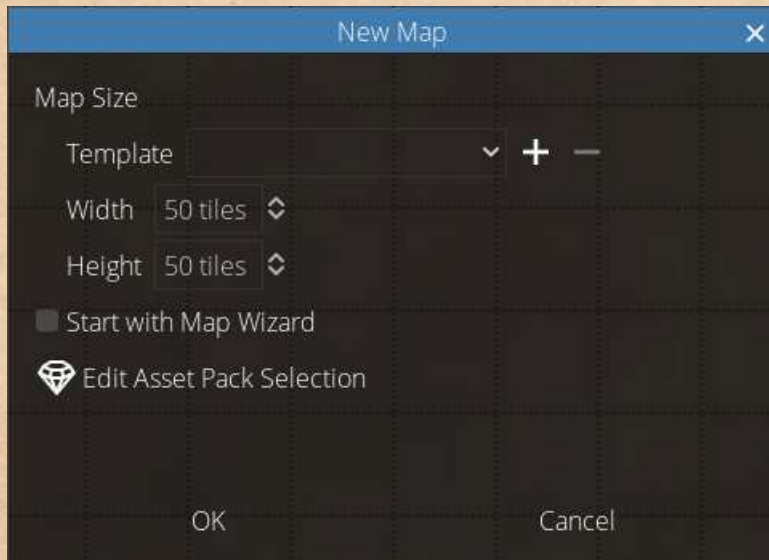
#### 1. The above dialog box has the following options:

1. Step by Step Guide. Will direct the person to the GitHub webpage where Megasplot describes how to set up asset files and directories.
2. Example Template. Opens a dialog where an example archive is stored of how to set up a directory and files which makes up an asset which Dungeondraft can use.
3. Base Folder. Provides a text box where your assets are stored.
  1. Note that at the end of the text box is an icon with the word “Browse” on it. By clicking on this icon a dialog comes up which allows you to locate where your assets are located.
4. Name. Provides a text box where you may place the name of the asset. An example would be something like “lights.dungeondraft\_asset”, “houses.dungeondraft\_asset”, and so forth.
5. Version. Provides a text box where you may enter what the version is set to. The up/down arrows allows you to change the version number.

6. Author. Provides a text box where you may enter whoever is the author of the assets.
7. A checkbox which you may select to override custom color settings.

## 6. New Menu

1. Allows you to create a new map.
2. You can also use `Control+N` to open the following dialog box.



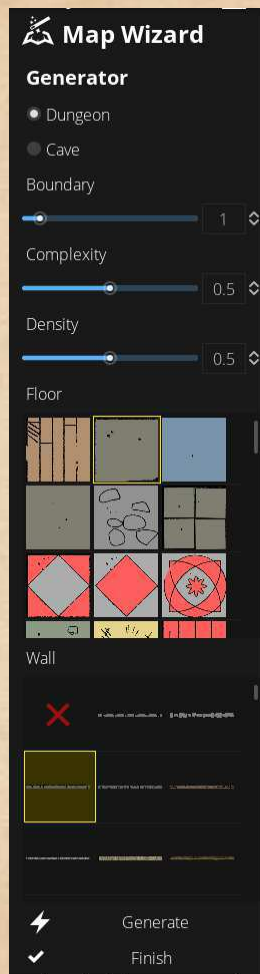
3. The following is a list of what is on the above dialog:
  1. Map Size
  2. Template – Pull down menu
    1. 40" TV
    2. 55" TV
    3. A4 Paper
    4. A3 Paper
  2. Plus sign (+)
    1. Increases the size of the map
  3. Minus sign (-)
    1. Decreases the size of the map



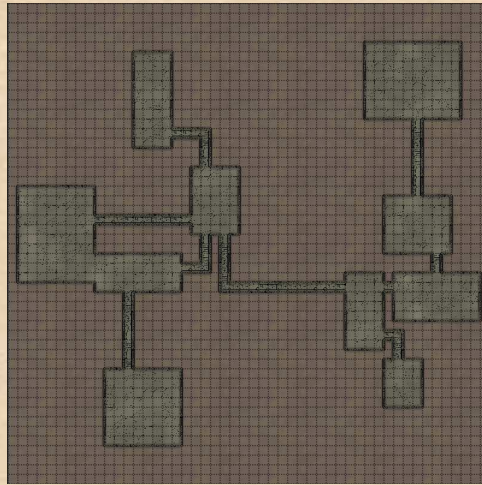
## 2. Start with Map Wizard

1. Ensures the Map Wizard is invoked to create a map.

### 1. Map Wizard – Dungeon Generator Dialog



2. Generator Setting – Dungeon. Generates a random dungeon layout.
  1. Boundary. Ensures that each room can or can not overlap.
  2. Complexity. Determines how complex the map becomes. (In other words – how twisty the corridors become.)
  3. Density. Determines how dense the map would become. (In other words – how many corridors and how many rooms there are on the map.)
  4. Floor. Which type of flooring to use on the map.
  5. Wall. Which type of wall to use on the map.
  6. Generate. Causes the program to generate the map.
  7. Finish. Dismisses the Map Wizard.
  8. Example of a generated dungeon. Note that I used 0, 0.1, and 0.1 in the Boundary, Complexity, and Density in order to get this map.



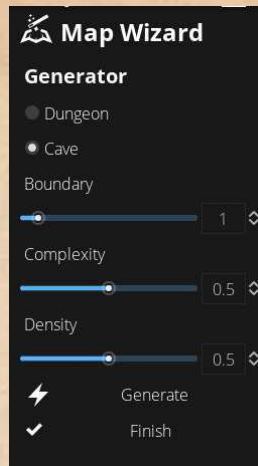
9. Bottom Bar. The following is what you should see at the bottom of the screenb.



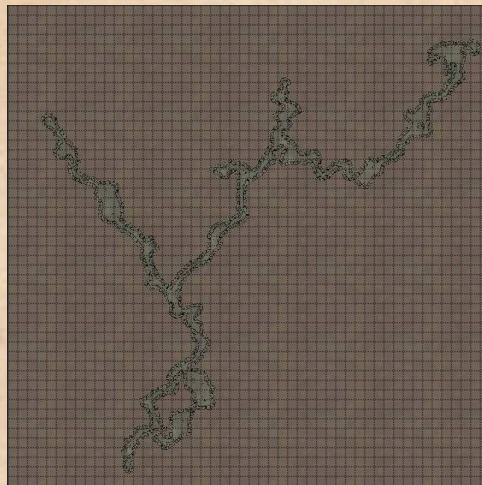
1. <SPACE> or <MIDDLE MOUSE BUTTON> - Pan.
  1. If you hold the space bar down and move the mouse (NOT SHOWN) the screen should move according to the direction the mouse is moved
  2. You can just hold down the middle mouse button and move the mouse the screen will follow the movement of the mouse.
2. <CONTROL> plus <MIDDLE MOUSE BUTTON> - Zoom. If you hold the control key down and then roll the middle mouse button forwards – you will zoom in to the map. If you roll the middle mouse button backwards – you will zoom out of the map.



### 3. Map Wizard – Cave Generator Dialog



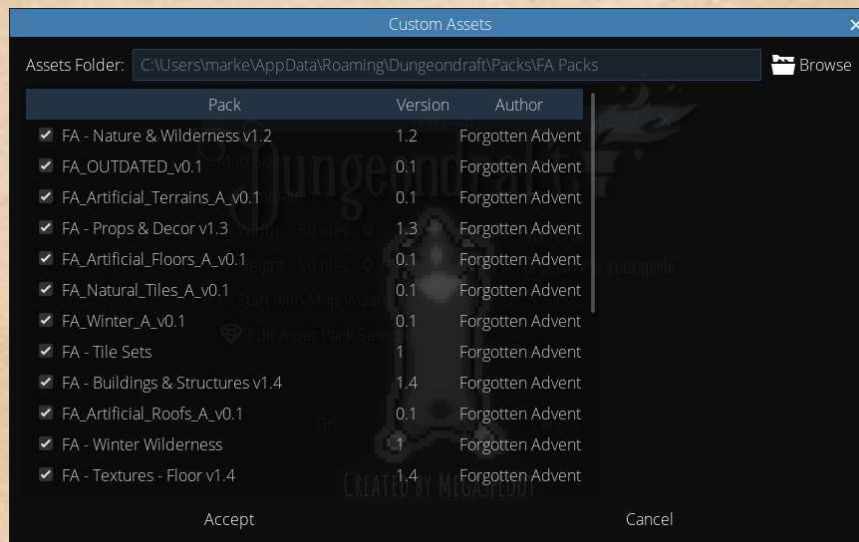
1. Generator – Cave Designer. Generates a random cave layout.
2. Boundary. Ensures that each room can or can not overlap.
3. Complexity. Determines how complex the map becomes. (In other words – how twisty the corridors become.)
4. Density. Determines how dense the map would become. (In other words – how many corridors and how many rooms there are on the map.)
5. Floor. Which type of flooring to use on the map.
6. Wall. Which type of wall to use on the map.
7. Generate. Causes the program to generate the map.
8. Finish. Dismisses the Map Wizard.
9. Example of a generated cave. Again, note that I used 0, 0.1, and 0.1 on the Boundary, Complexity, and Density entry areas



10. Bottom Bar. The following is what you should see at the bottom of the screen.



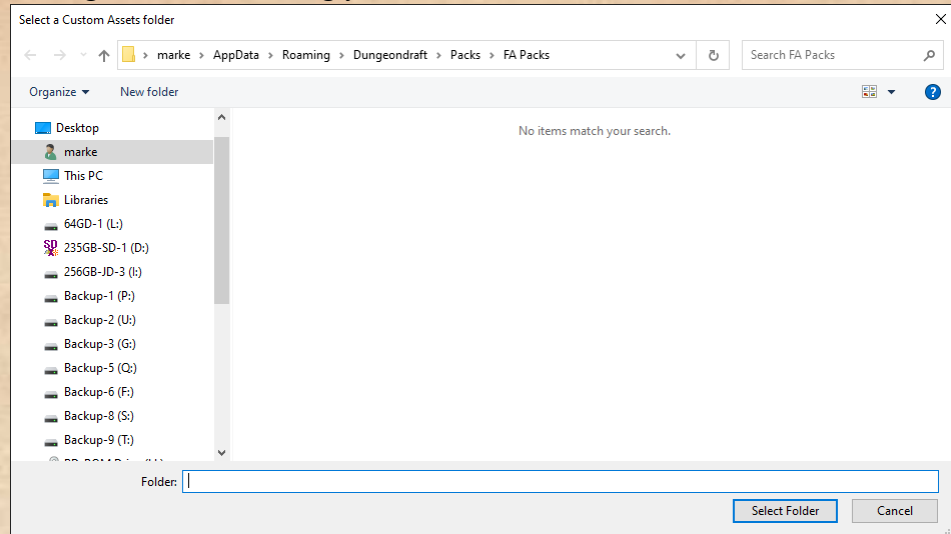
1. <SPACE> or <MIDDLE MOUSE BUTTON> - Pan. If you hold the spacebar down and move the mouse (NOT SHOWN) the screen should move according to the direction the mouse is moved – OR – you can just hold down the middle mouse button and move the mouse and the screen will follow the movement of the mouse.
  2. <CONTROL> plus <MIDDLE MOUSE BUTTON> - Zoom. If you hold the control key down and then roll the middle mouse button forwards – you will zoom in to the map. If you roll the middle mouse button backwards – you will zoom out of the map.
3. Edit Asset Pack Selection
1. Allows you to select which asset packs to use for your maps.
  2. When you select this option, the following dialog box will appear so you can select which assets you wish to use.



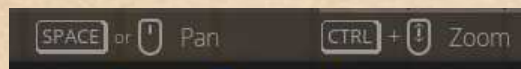
1. The following fields appear on the above dialog
  1. Assets Folder. The text box next to this shows where you may type in where your assets folder is located – OR – it will already show the last path you entered.



2. The “Browser” icon at the end of the Assets Folder text box bring up the Open Dialog box thus allowing you to select a folder.



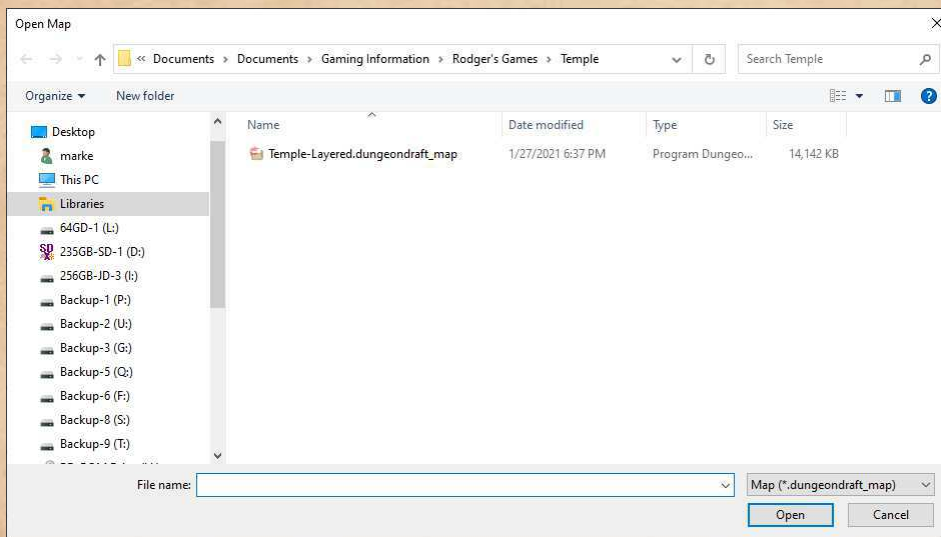
3. Bottom Bar. At the bottom of the screen is a menu bar where options and commands are shown. Here is the one at the bottom of the screen while the Map Wizard is being displayed:



1. <SPACEBAR> **OR** <MIDDLE MOUSE BUTTON> - Pan.
  1. While holding down the space bar and moving the mouse (but NOT holding the middle mouse button down), you can move the map around.
  2. If you hold the middle mouse then the map will move as you move the mouse around.
2. <CONTROL KEY> PLUS <MIDDLE MOUSE BUTTON>. This will allow you to zoom in (roll middle mouse button forwards) or zoom out (roll middle mouse button backwards) on the map.

## 7. Open Menu

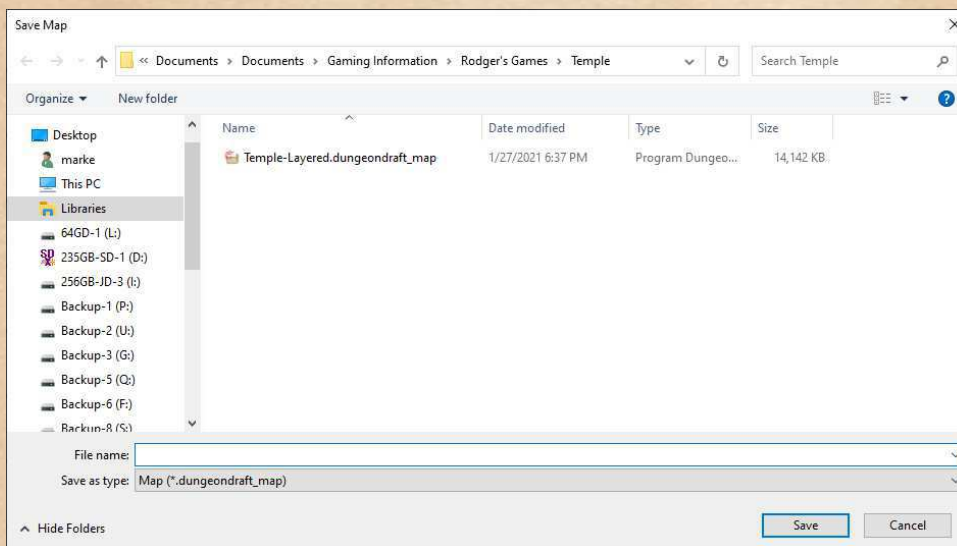
1. Opens a dialog which allows you to open a pre-existing map you may have made earlier or maybe someone else's map.



2. You can also use <CONTROL+O> to open the dialog box.

## 8. Save Menu

1. Opens a dialog which allows you to save your map.
2. On subsequent saves no dialog appears. Instead, use the Save As option to change where the map is saved.
3. You can also use <CONTROL+S> to open the dialog box or just save your work.





## 9. Export Menu

### 1. Allows you to export your maps as other formats.

1. Note that you have to do this for each and every level of your map.

1. Except for levels that you use as an overlay.

2. You can also use <CONTROL+E> to show the Export Dialog and save your work.



### 3. Export Mode

1. PNG file format

2. JPEG file format

3. Universal VTT file format

### 4. Grid

1. Can be on or off

### 5. Lighting

1. Can be on or off

### 6. Source Level Bushes

1. Brightness

1. How bright to make the bushes

2. Focus

1. The focus of the bush

### 7. Overlay Level

1. Opacity

1. How transparent the level is set to

## 8. Camera Filter

### 1. None

1. No filter is applied

### 2. Printer-Friendly

1. Make the filter printer friendly (300dpi)
2. Make the filter black and white

### 3. Sepia

1. Make the filter a sepia filter (reddish-brown)

### 4. Grid Presets

#### 1. Custom

1. Custom set-up. See #9 below.

#### 2. Best Quality

1. Set the layer to be best quality.
2. Set the pixels per inch to 256 ppi.

#### 3. Optimal Halved

1. Set the layer to be optimal quality
2. Set the pixels per inch to 128 ppi.

#### 4. Commercial Print

1. Set the layer to be commercial quality
2. Set the pixels per inch to 300 ppi.

#### 5. Roll 20

1. Set the layer to Roll 20 quality
2. Set the pixels per inch to 300 ppi.

#### 6. 40" TV

1. Set the layer to be made for a 40" TV
2. Set the pixels per inch to 54 ppi.

#### 7. 55" TV

1. Set the layer to be made for a 55" TV
2. Uses a custom PPI instead of a preset.

### 5. Grid PPI

1. The number of pixels per inch(ppi).
2. Also called dots per inch or DPI.
3. Uses a custom PPI instead of a preset.

### 6. Output

1. States how large the layer is set to.
2. Default at fifty by fifty (50 x 50) inches is 12800 x 12800 pixel.

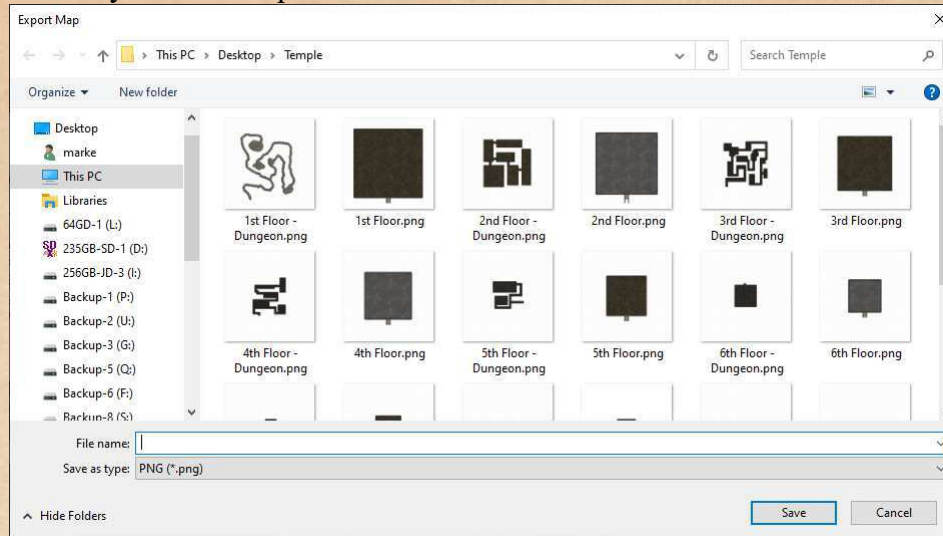
### 7. Show in Folder on Finish

1. Automatically selected. Automatically show the layer in a folder on finishing.



## 8. Export

### 1. Actually does the export



## 10. Undo

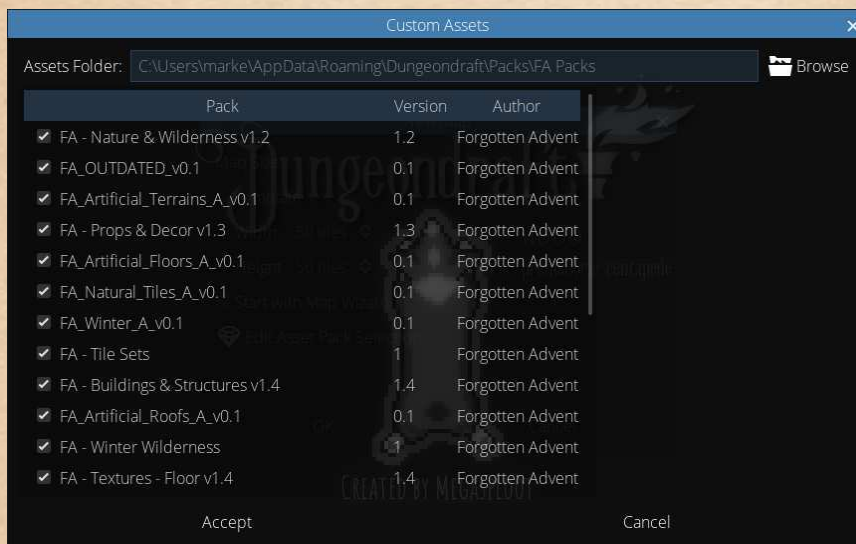
1. Allows you to undo something you have done.

## 11. Redo

1. Allows you to redo what you may have just undone.

## 12. Assets

1. Allows you to select which assets you use.



## 2. Asset Folder

1. Text box where the path and/or asset file(s) reside.

## 2. Browse Icon

1. Click on this icon to bring up a path/file dialog to find where the assets are located.

## 3. Pack – Version – Author line

1. Displays a list of the assets

## 4. Accept

1. Accepts what you have selected

## 5. Cancel

1. Cancels this dialog.

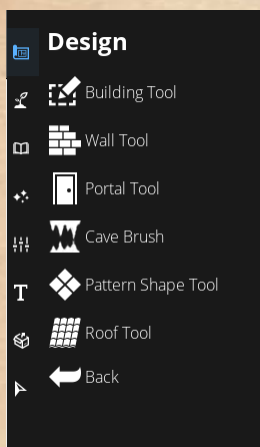
### 13. About

1. Shows the about dialog which tells you a little about Dungeondraft



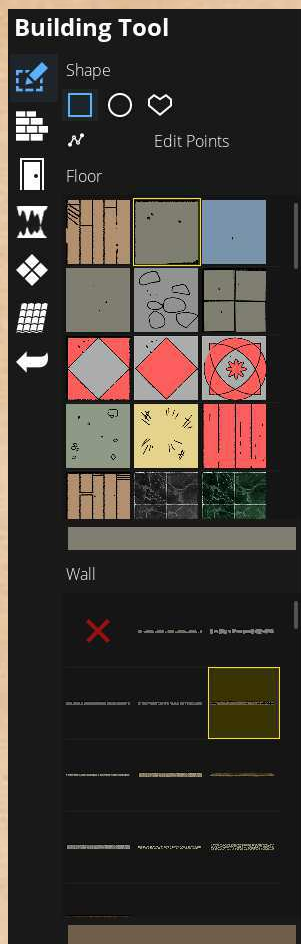
### 14. Design Tool

1. The dialog itself





## 2. Building Tool



### 1. Shape

#### 1. Square

1. Creates a square area

#### 2. Circle

1. Creates an elliptical area

#### 3. Heart

1. Creates an arbitrarily shaped area or polygon.

### 2. Edit Points

1. Allows you to edit the points of an area from #1 above.

### 3. Floor

1. Allows you to select a type of flooring to use on shapes above (#1).

### 4. Color Block (#1)

1. Located between the Floor section and the Wall section, this allows you to select a color to be used with the floor you select.

### 5. Wall

1. Allows you to select a type of wall to use on shapes above (#1)
2. Note that a larger image of whichever wall you are looking at is displayed near the top of the screen.

### 6. Color Block (#2)

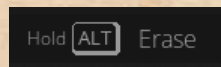
1. Located below the Wall section, this allows you to select the color of the wall.

### 7. Back Arrow

1. Used to collapse the Building menu

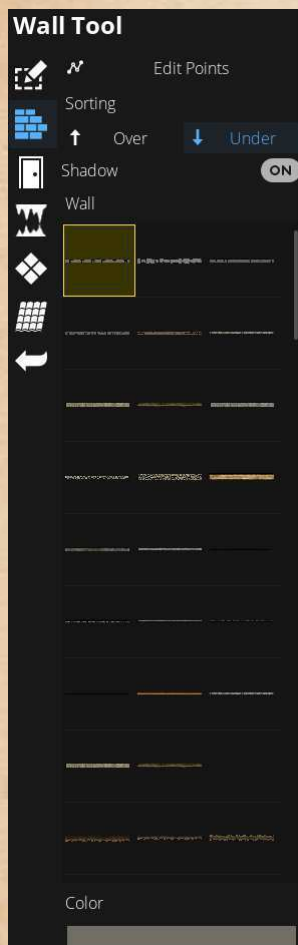
### 8. Bottom Bar

1. The following is the Botrtom Bar shown when you select the Building Tool.



1. Hold <ALT> - Erase. The above states to HOLD the Alt-key on your keyboard down. However, it does not state that you must also use the <LEFT MOUSE BUTTON> by clicking on it and holding it down (or not) in order to erase all or part of a building.

### 3. Wall Tool



#### 1. Edit Points

1. Allows you to edit the points of a wall.

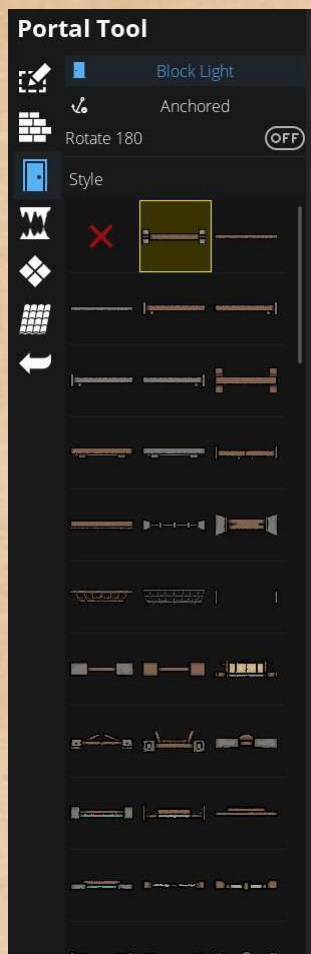


2. Sorting
  1. Over
    1. Places walls over other walls
  2. Under
    1. Places walls under other walls.
3. Shadow
  1. Whether or not the wall casts a shadow
4. Wall
  1. Allows you to select which type of wall to use
5. Color
  1. Allows you to set the color of the wall
6. Back Arrow
  1. Used to collapse the Wall menu
7. Bottom Bar
  1. The following is the bottom bar for the Wall Tool.



2. These are the commands which are found on the above bar:
  1. <MOUSE-RIGHT-CLICK> OR pressing the <ENTER> key finishes the wall.
  2. Holding the <SHIFT> key down and then pressing and holding the <LEFT MOUSE BUTTON> and drag it will allow you to make a curved wall.
  3. Clicking the <BACKSPACE> key will delete the previous points one-by-one.

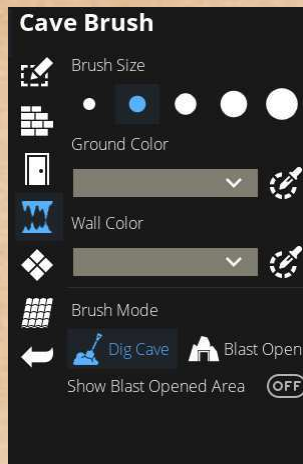
#### 4. Portal Tool



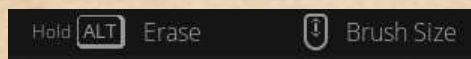
1. Block Light / Allow Light
  1. Whether or not the portal blocks any/all lights
2. Anchored / Freestanding
  1. Whether or not the portal is anchored to the wall
3. Rotate 180
  1. Whether or not the portal should be rotated.
4. Style
  1. What type of style should be applied to the wall
  2. Note that the first entry simply makes an opening in a wall.
5. Back Arrow
  1. Used to collapse the Portal menu
6. Bottom Bar.
  1. There is no Bottom Bar for this dialog.



## 5. Cave Brush

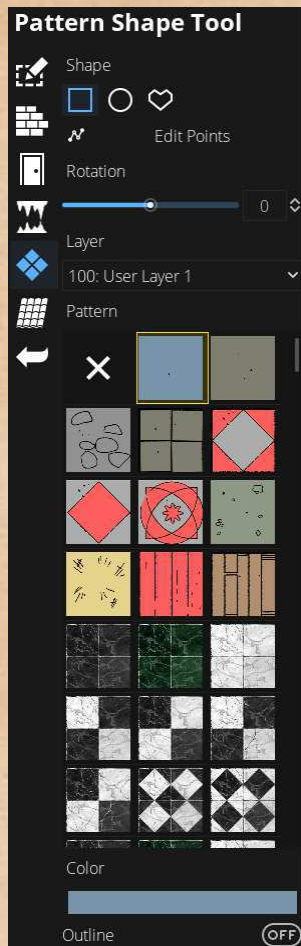


1. Brush Size
  1. A set of five circles with increasing size
2. Ground Color
  1. Color block with down arrow
    1. Allows you to select the color for the ground
    2. Plus sign in circle lets you add a new color to the list.
  2. Has an eye dropper so you can select a color from the screen.
3. Wall Color
  1. Color block with down arrow
    1. Allows you to select the color for the wall
    2. Plus sign in circle lets you add a new color to the list.
  2. Has an eye dropper so you can select a color from the screen.
4. Brush Mode
  1. Dig Cave
    1. Allows you to “dig” a cave starting at some point on the map
  2. Blast Open
    1. Allows you to blast an opening in a cave wall to allow an opening into the cave.
  3. Show Blast Opened Area
    1. Turns on/off showing the blast area.
    2. Note: The blast area will not show if this is turned off.
5. Back Arrow
  1. Used to collapse the Cave Brush menu
6. Bottom Bar



1. HOLD the <ALT> key on your keyboard – Erase. Use the <LEFT MOUSE BUTTON> by clicking on it and holding it down (or not) in order to erase all or part of a building.
2. <MIDDLE MOUSE BRUSH> - Brush Size. Use the middle mouse button to change the size of the brush. Roll the middle mouse button forwards to shrink the brush’s size and roll the middle mouse button backwards to enlarge the brush’s size.

## 6. Pattern Shape Tool



1. Shape
  1. Square
    1. Creates a square area
  2. Circle
    1. Creates an elliptical area
  3. Heart
    1. Creates an arbitrarily shaped polygon
2. Edit Points
  1. Allows you to edit the points of an area from #1 above.
3. Rotation
  1. Allows you to rotate a pattern



#### 4. Layer

1. Pull down tab which allows you to select a layer for the pattern.

- |     |      |   |              |
|-----|------|---|--------------|
| 1.  | -500 | : | Terrain      |
| 2.  | -400 | : | Below Ground |
| 3.  | -300 | : | Caves        |
| 4.  | -200 | : | Floor        |
| 5.  | -100 | : | Below Water  |
| 6.  | 000  | : | Water        |
| 7.  | 100  | : | User Layer 1 |
| 8.  | 200  | : | User Layer 2 |
| 9.  | 300  | : | User Layer 3 |
| 10. | 400  | : | User Layer 4 |
| 11. | 500  | : | Portals      |
| 12. | 600  | : | Walls        |
| 13. | 700  | : | Above Walls  |
| 14. | 800  | : | Roofs        |
| 15. | 900  | : | Above Roofs  |

#### 5. Pattern

1. Allows you to select a pattern to be applied

#### 6. Color

1. A color box used to modify the color of the pattern

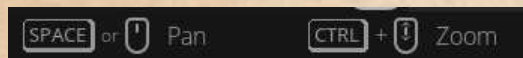
#### 7. Outline

1. Creates an outline around the pattern for contrast.

#### 8. Back Arrow

1. Used to collapse the Pattern menu

#### 9. Bottom Bar



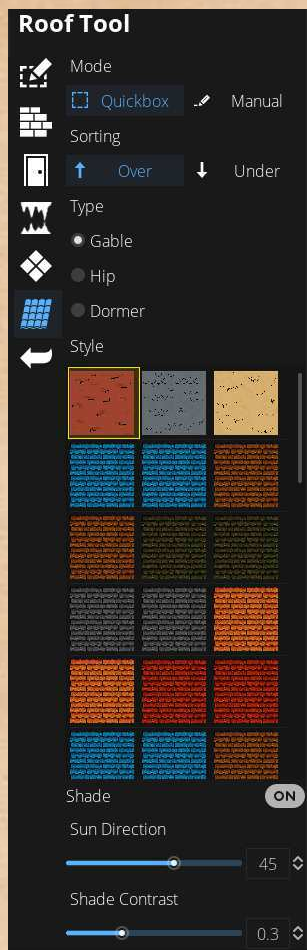
1. <SPACE> OR <MIDDLE MOUSE BUTTON> - Pan.

1. If you hold the spacebar down and then move the mouse the map will move with you.
2. If you hold down the middle mouse button and move the mouse the map will move with the map.

2. <CONTROL> PLUS <MIDDLE MOUSE BUTTON> -Zoom.

1. If you hold the control key down (either left or right control button) and then roll the middle mouse button forwards – you zoom out (or backup from) the map. By rolling the middle mouse button backwards you zoom towards the map (or in to the map).

## 7. Roof Tool



### 1. Mode

#### 1. QuickBox

1. Uses the defaults when creating roofs

#### 2. Manual

1. Allows you to create your own roofs
2. Includes an extra menu item:
  1. Width – ONLY SHOWS UP UNDER WIDTH
    1. Allows you to change the width of the roof.

### 2. Sorting

#### 1. Over

1. Creates the roof over other roofs.

#### 2. Under

1. Creates the roof under other roofs.

### 3. Type

The type of roof to be created

#### 1. Gable

1. Creates a gabled roof. Square at each end.

#### 2. Hip

1. Creates a hip roof . Triangular section at each end.

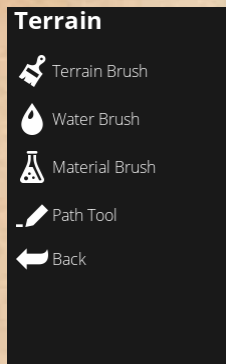
#### 3. Dormer

1. Creates a dormer roof. Square at one end and pointed at the other.

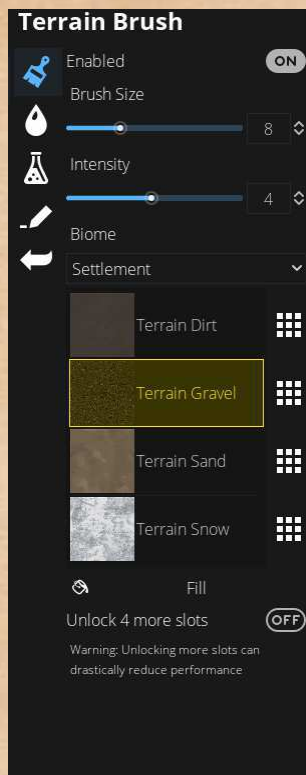


4. Width
  1. Only shows when you select the “Manual” option above under 6.1.2.
  2. How wide to make the roof
5. Style
  1. Various styles of roofs you can select
6. Shade
  1. Is one side of the roof shaded to indicate the direction of light.
7. Sun Direction
  1. Which direction the sun shines on the roof
8. Shade Contrast
  1. Changes how dark the shaded side of the roof becomes
9. Back Arrow
  1. Used to collapse the Design Tool menu
10. Bottom Bar
  1. There isn't a Bottom Bar for this command.

## 15. Terrain



## 1. Terrain Brush



### 1. Brush Size

1. Allows you to change the size of the brush

### 2. Intensity

1. Allows you to change the intensity of the brush

### 3. Biome

#### 1. Settlement down arrow

##### 1. Barren

1. Changes the background to a barren background

##### 2. Desert

1. Changes the background to a desert background

##### 3. Mountain

1. Changes the background to a mountain background

##### 4. Prairie

1. Changes the background to a prairie background

##### 5. Rainforest

1. Changes the background to a rainforest background

##### 6. Settlement

1. Changes the background to a settlement background

##### 7. Swamp

1. Changes the background to a swamp background

##### 8. Notes

1. Biomes don't just change the background. They each give you a different palette of four terrain brushes.



2. Four Pattern display

1. Shows the current set of background you can pick from. These patterns are selected from the biome option above.

2. Notes

1. The terrain's being shown can be customized by clicking the small grid right next to the name of each terrain brush.

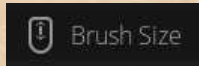
4. Fill

1. Fills in the background you have selected above

5. Unlock 4 more slots

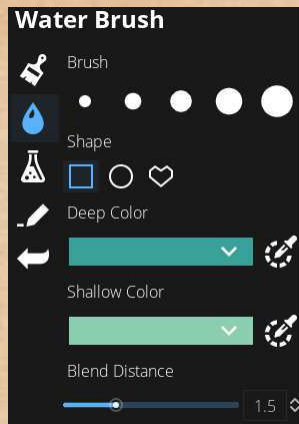
1. Allows you to unlock four more slots so more variations on your terrain brush.

6. Bottom Bar



1. <MIDDLE MOUSE BUTTON> - Brush Size. Use the middle mouse button to shrink or increase the size of the brush. To shrink, roll the middle mouse button forwards. To enlarge, roll the middle mouse button backwards.
2. Note : Unknown why you can not delete terrain from the map.

## 2. Water Brush



### 1. Brush

1. Allows you to select one of the five sizes of the brush

### 2. Shape

#### 1. Square

1. Creates a square area

#### 2. Circle

1. Creates an elliptical area

#### 3. Heart

1. Creates an arbitrarily shaped area or polygon

### 3. Deep Color

#### 1. Color Block with down arrow

##### 1. Color dot

1. The color to use for when the water is deep.

##### 2. Open dot with plus sign

1. Allows you to add more colors

##### 3. Dotted dot with eye dropper

1. Allows you to select the color with the eye dropper

### 4. Shallow color

##### 1. Color dot

1. The color to use for when the water is shallow.

##### 2. Open dot with plus sign

1. Allows you to add more colors

##### 3. Dotted dot with eye dropper

1. Allows you to select the color with the eye dropper

### 5. Blend Distance

1. How far should the blending go

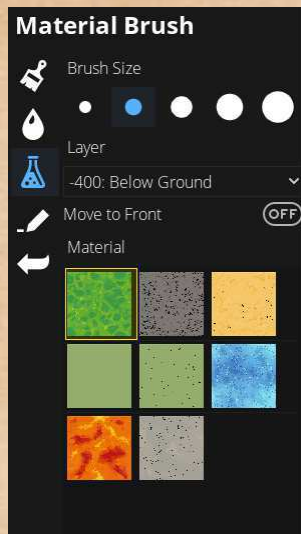
### 6. Bottom Bar



1. HOLD <ALT> - Erase. Hold down the Alt-key and then use the <LEFT MOUSE BUTTON> to erase water that is on the map.



### 3. Material Brush



#### 1. Brush Size

1. Allows you to select one of the five sizes of the brush

#### 2. Layer

1. Pull down tab which allows you to select the layer for your water.

1. -500 : Terrain
2. -400 : Below Ground
3. -300 : Caves
4. -200 : Floor
5. -100 : Below Water
6. 000 : Water
7. 100 : User Layer 1
8. 200 : User Layer 2
9. 300 : User Layer 3
10. 400 : User Layer 4
11. 500 : Portals
12. 600 : Walls
13. 700 : Above Walls
14. 800 : Roofs
15. 900 : Above Roofs

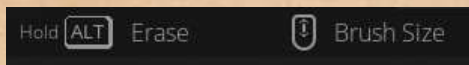
#### 3. Move to Front

1. Move the material to be in front of everything else on that layer
  1. See #2 above. Remember! Not THE layer you are on but the layer given by #2 above.

#### 4. Material

1. A set of patterns which can be used

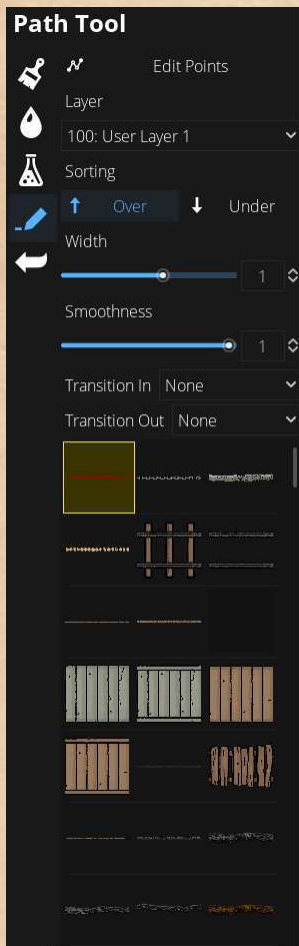
## 5. Bottom Bar



### 1. HOLD <ALT> - Erase.

1. If you hold the Alt-key down and then left-single-click the mouse – OR –
  2. Hold the left-mouse button down and move the mouse, it will erase the material you pass the mouse over.
- ### 2. <MIDDLE MOUSE BUTTON> - Brush Size. Rolling the middle mouse button forwards causes the size of the brush to increase. Rolling the middle mouse button backwards will cause the size of the brush to decrease.

## 4. Path Tool



### 1. Edit Points

1. Allows you to edit the pre-existing points



## 2. Layer

1. Pull down tab which allows you to select the layer for your path.

1. -500 : Terrain
2. -400 : Below Ground
3. -300 : Caves
4. -200 : Floor
5. -100 : Below Water
6. 000 : Water
7. 100 : User Layer 1
8. 200 : User Layer 2
9. 300 : User Layer 3
10. 400 : User Layer 4
11. 500 : Portals
12. 600 : Walls
13. 700 : Above Walls
14. 800 : Roofs
15. 900 : Above Roofs

## 3. Sorting

1. Over

1. Creates the path over other paths.

2. Under

1. Creates the path under other paths.

## 4. Width

1. How wide to make the path

## 5. Smoothness

1. How smooth to make the path

## 6. Transition In

1. None

1. Do not do anything else to the path at the beginning

2. Fade

1. Fade the path at the beginning

3. Grow

1. Grow the path at the beginning

## 7. Transition Out

1. None

1. Do not do anything to the path at the end

2. Fade

1. Fade the path at the end of it

3. Shrink

1. Shrink the path at the end of it

## 8. Set to path types

1. Which type of path you want to use

## 5. Back Arrow

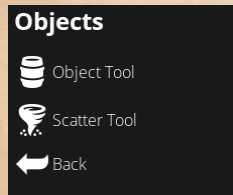
1. Used to collapse the Path Tool menu

## 6. Bottom Bar

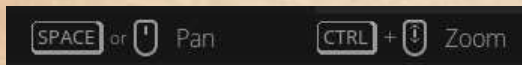


1. <RIGHT MOUSE BUTTON> OR <ENTER> - Finish. If you click the <RIGHT MOUSE BUTTON> or if you press the <ENTER> key, this stops creating a path.
2. HOLD <SHIFT> - Curve. If you hold the shift key down (left or right) and then move the mouse you will create a curve (or arc) along the path you are creating.
3. <BACKSPACE> - Undo Point. If you click on the <BACKSPACE> key, it will cause the program to remove the last point of the path.

## 16. Objects



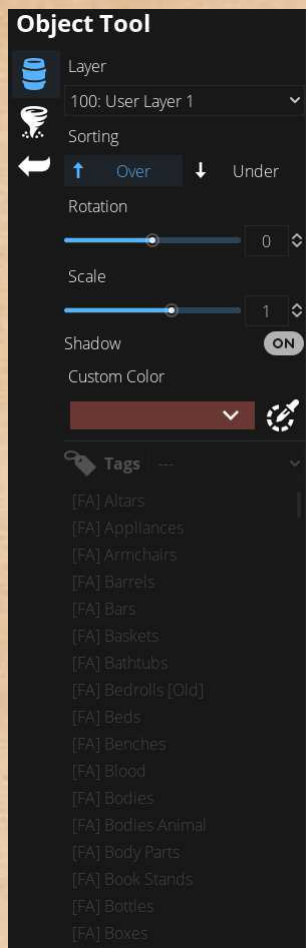
### 1. Bottom Bar



1. <SPACE> OR <MIDDLE MOUSE BUTTON> - Pan.
  1. If you hold the space bar down AND move the mouse (but do NOT hold any of the buttons down) – OR –
  2. You hold down the middle mouse button down AND move the mouse – this will also allow you to pan around on the map.
2. <CONTROL> PLUS <MIDDLE MOUSE BUTTON> - Zoom. If you hold the control key down and then roll the middle mouse button forwards or backwards you will either zoom in on the map or zoom out of the map.



## 2. Object Tool



### 1. Layer

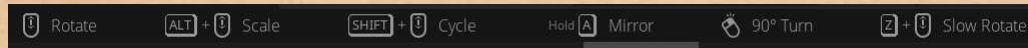
1. Pull down tab which allows you to select the layer for your object.

1. -500 : Terrain
2. -400 : Below Ground
3. -300 : Caves
4. -200 : Floor
5. -100 : Below Water
6. 000 : Water
7. 100 : User Layer 1
8. 200 : User Layer 2
9. 300 : User Layer 3
10. 400 : User Layer 4
11. 500 : Portals
12. 600 : Walls
13. 700 : Above Walls
14. 800 : Roofs
15. 900 : Above Roofs

2. Sorting
  1. Over
    1. Creates the object over other objects
  2. Under
    1. Creates the object under other objects.
3. Rotation
  1. Allows you to rotate an object
4. Scale
  1. Allows you to scale an object
5. Shadow
  1. Allows you to turn on/off shadows
6. Custom Color
  1. Color box with pull down arrow
    1. Filled Color Dot
      1. Sets the color OR
      2. Allows you to select a new color
    2. Open Color Dot
      1. Sets the color
    3. Dotted Color Dot with eye dropper
      1. Allows you to set the color with or without using the eye dropper
7. Tags
  1. Combat
  2. Containers
  3. Crafts & Trades
  4. Destruction
  5. Dungeon
  6. Encampment
  7. Forgotten Adventures
  8. Furniture
  9. Living Quarters
  10. Mess Hall
  11. Military
  12. Nature
  13. Office
  14. Tavern
  15. Town
  16. Water
  17. Notes : There might be additional entries. I also have
    1. [FA] OUTDATED
    2. [FA] Winter



## 8. Bottom Bar



1. <MIDDLE MOUSE BUTTON> - Rotate. By rolling the middle mouse button forwards you may rotate the current image counter clockwise OR you may roll the middle mouse button backwards and the image will rotate clockwise.
2. <ALT> PLUS <MIDDLE MOUSE BUTTON> - Scale. By holding the Alt-key down and then rolling the middle mouse button forwards; you may reduce the size of the current image OR if you hold the Alt-key down and then roll the middle mouse button backwards you may increase the size of the current image.
3. <SHIFT> PLUS <MIDDLE MOUSE BUTTON> - By holding the shift key down and then rotating the middle mouse button; you can cycle through all of the images on the right. Rotating the button forwards moves down the list and rolling the button backwards moves up the list.
4. HOLD "A" – Mirror. If you hold the "A" key down, the currently selected image is mirrored. Or to put that another way – the image is flipped horizontally.
5. <RIGHT MOUSE BUTTON> - 90 Degree Turn. If you click the right mouse button ONCE – the currently selected image will rotate 90 degrees TO THE RIGHT.
6. <ALT> PLUS <RIGHT MOUSE BUTTON> - 90 Degree Turn. **NOT SHOWN** on the Bottom Bar is that if you hold down the Alt-key and THEN press the right mouse button ONCE – the currently selected image will rotate 90 degrees TO THE LEFT.
7. <CONTROL> PLUS <MIDDLE MOUSE BUTTON> - Zoom. **NOT SHOWN** on the bottom bar is if you hold down the Control key and then rotate the middle mouse button the screen will zoom in or out. Roll the middle mouse button forwards and the screen zooms in, roll the middle mouse button backwards and the screen will zoom out.
8. "2" PLUS <MIDDLE MOUSE BUTTON> - Slow Rotate. If you hold down the number two key (ie: "2") on your keyboard and then rotate the middle mouse button then the image will slowly rotate counter clockwise if you roll the mouse button forwards and clockwise if you roll the mouse button backwards.

### 3. Scatter Tool



#### 1. Layer

1. Pull down tab which allows you to select the layer for the objects you are going to scatter.

- |     |      |   |              |
|-----|------|---|--------------|
| 1.  | -500 | : | Terrain      |
| 2.  | -400 | : | Below Ground |
| 3.  | -300 | : | Caves        |
| 4.  | -200 | : | Floor        |
| 5.  | -100 | : | Below Water  |
| 6.  | 000  | : | Water        |
| 7.  | 100  | : | User Layer 1 |
| 8.  | 200  | : | User Layer 2 |
| 9.  | 300  | : | User Layer 3 |
| 10. | 400  | : | User Layer 4 |
| 11. | 500  | : | Portals      |
| 12. | 600  | : | Walls        |
| 13. | 700  | : | Above Walls  |
| 14. | 800  | : | Roofs        |
| 15. | 900  | : | Above Roofs  |



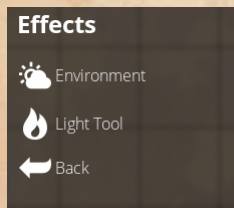
2. Sorting
  1. Over
    1. Scatters the selected objects over other objects.
  2. Under
    1. Scatters the selected objects under other objects.
3. Rotation
  1. Allows you to rotate an object. This version has a beginning and an ending rotation value.
4. Scale
  1. Allows you to scale an object
5. Spread
  1. Allows you to change how far apart each image is located.
6. Shadow
  1. Allows you to turn on/off shadows
7. Custom Color
  1. Color box with pull down arrow
    1. Filled Color Dot
      1. Sets the color OR
      2. Allows you to select a new color
    2. Open Color Dot
      1. Sets the color
    3. Dotted Color Dot with eye dropper
      1. Allows you to set the color with or without using the eye dropper
8. Tags
  1. Customer Set – Title
  2. Combat
  3. Containers
  4. Crafts & Trades
  5. Destruction
  6. Dungeon
  7. Encampment
  8. Forgotten Adventures
  9. Furniture
  10. Living Quarters
  11. Mess Hall
  12. Military
  13. Nature
  14. Office
  15. Tavern
  16. Town
  17. Water
  18. Notes : There might be additional entries. I also have
    1. [FA] OUTDATED
    2. [FA] Winter
4. Back Arrow
  1. Collapses the Objects Menu

## 5. Bottom Bar



1. <SHIFT> PLUS <MIDDLE MOUSE BUTTON> - Shuffle. Does not work.
2. <SHIFT> PLUS <MIDDLE MOUSE BUTTON> - Rotate. If you hold the Shift key down and then roll the middle mouse button forwards then the object will rotate. If you roll it backwards it will rotate in the opposite direction.
3. <CONTROL> PLUS <MIDDLE MOUSE BUTTON> - Zoom. (NOT SHOWN) If you hold down the Control key and then rotate the middle mouse button the program will zoom in if you roll it forwards and zoom out if you roll it backwards.

## 17. Effects Menu



### 1. Environment



1. Ambient Light – title.
2. Color Box
  1. Used to select what color the light is



## 2. Light Tool

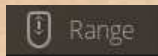


1. Range
  1. Allows you to change the range of the light (ie: Not how big the light is but how far the light reaches).
2. Intensity
  1. Allows you to change how intense of a light (ie: How bright the light is on the map).
3. Shadows
  1. Turns on/off shadows from the light
4. Widgets
  1. Turns a widget icon on/off on the map
5. Color
  1. Color box with pull down arrow
    1. Filled Color Dot
      1. Sets the color OR
      2. Allows you to select a new color
    2. Open Color Dot
      1. Sets the color
    3. Dotted Color Dot with eye dropper
      1. Allows you to set the color with or without using the eye dropper
6. Style
  1. Allows you to select how a light is shown/used.

### 3. Back Arrow

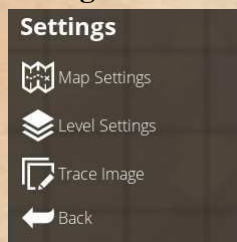
1. Collapses the Effects Menu

### 4. Bottom Bar



1. <CONTROL> PLUS <MIDDLE MOUSE BUTTON> - Zoom. Allows you to zoom into and out from your map. Roll the middle mouse button forwards and it zooms in, roll the middle mouse button backwards and the map will zoom out.
2. <SHIFT> PLUS <MIDDLE MOUSE BUTTON> - Slow Modification. Allows you to slowly change the size of the light. If you roll the middle mouse button forwards it increases the size of the light. Rolling the middle mouse button backwards shrinks the size of the light.
3. <MIDDLE MOUSE BUTTON> - Modification. Allows you to increase or decrease the size of the light. If you roll it forwards it increases the size of the light. If you roll it backwards it decreases the size of the light.

## 18. Settings



### 1. Map Settings



#### 1. Grid Color

1. Color box with pull down arrow

##### 1. Filled Color Dot

1. Sets the color OR
2. Allows you to select a new color

##### 2. Open Color Dot

1. Sets the color

##### 3. Dotted Color Dot with eye dropper

1. Allows you to set the color with or without using the eye dropper

#### 2. Camera Filter – Pull Down Menu

##### 1. None

1. Do nothing (ie: Leave it like it is)

##### 2. Printer-Friendly

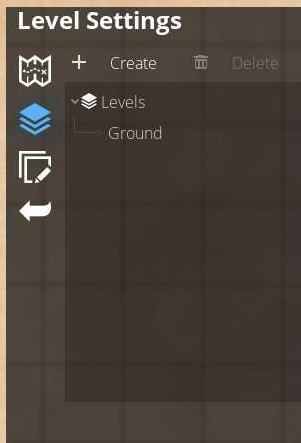
1. Make the layout printer friendly (300 dpi) and black and white

##### 3. Sepia

1. Change the view to be sepia colored.



## 2. Level Settings



### 1. Create (Plus sign “+”)

1. Adds a new level to the map

### 2. Delete

1. Removes a level from the map

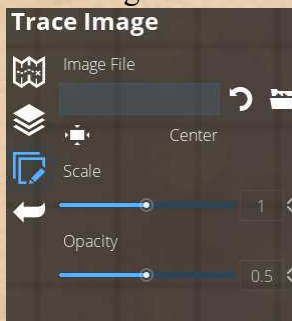
### 3. Levels

1. Display of what levels are currently in your project.

#### 1. Notes:

1. A small 2x3 image appears next to which ever level you have the mouse cursor located at.
2. <LEFT MOUSE BUTTON – SINGLE CLICK> - Move. You can drag a level from one location to another by left-single-clicking on the small image from #1 and drag the level to another position in the list
3. Earlier levels display on top of the ones which come after it.
4. You can click on a name and change the name.
5. When you hover over a given level – the name pops up.

## 3. Trace Image



### 1. Image File

1. The box allows you to enter a path and file name.
2. The curved arrow is used to clear #1 above.
3. The third image is used to bring up a dialog to browse for a file.

### 2. Center

1. Causes your image to be centered on the map.

### 3. Scale

1. Used to set the scale of a selected image.

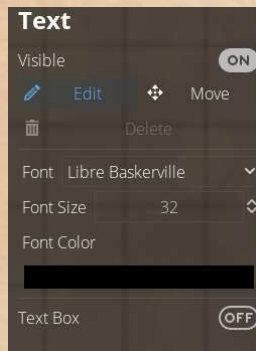
#### 4. Opacity

1. Used to set the opacity of a selected image.

#### 4. Back Arrow

1. Collapses the Settings Menu

### 19. Text



#### 1. Visible

1. Used to set whether some text is shown on the map or is hidden.

#### 2. Edit

1. Allows you to be able to edit the text.

#### 3. Move

1. Allows you to be able to move a given text box.

#### 4. Delete

1. Allows you to delete a given text box.
2. Note : If you wish to delete just **SOME** of the text – use the Edit option. This deletes all of the text in **one** text box and the text box itself.

#### 5. Font

1. Shows all available fonts which can be used by the program.
2. Allows you to select a given font for writing text.

#### 6. Font Size

1. Allows you to select the size of the displayed text.

#### 7. Font Color

1. Allows you to select the color for the text

#### 8. Text Box

1. Allows you to show/hide the text box **outline**.

#### 9. Notes:

1. Font Outlines are not available.
2. No Back Arrow

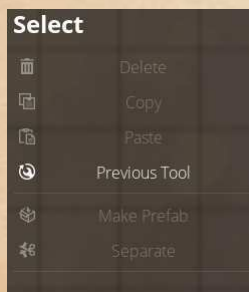


## 20. Prefabs



1. Forget
  1. Removes prefabs
2. Set – Pull down area
  1. Sets a prefab

## 21. Select



1. Delete
  1. Allows you to delete a selected object
2. Copy
  1. Allows you to copy a selected object
3. Paste
  1. Allows you to paste a selected object
4. Previous Tool
  1. Backs up to the previously selected option

5. Make Prefab
  1. Makes something a prefab
6. Separate
  1. Separates a prefab back into its component objects.

## **22. Option Bar at the bottom of the screen**

1. Grid
  1. Turns on/off the grid on the map
2. Snap
  1. Turns on/off snapping on the map
3. Lighting
  1. Turns on/off the lighting on the map
4. First pull down
  1. Set the zoom level for the map.
5. Second pull down
  1. Sets which level you are looking at
6. Down arrow
  1. Moves down the levels one level
7. Up arrow
  1. Moves up the levels one level
8. Compare Levels
  1. Allows you to compare up to two levels by overlaying one over the other.



## 23. HOT Keys

1. The keys you can press to make the program do something. In other words – these are not shown anywhere in the program. Also note that ALL of these keys are lowercase keys ONLY. Uppercase “C” will not have any kind of affect on Dungeondraft. So until uppercase letters are actually used – all of these commands are lowercase ONLY.
2. “a, b, d, e, f, l, j, k, m, n, o, p, q, r, t, u, v, w, y, z” and all other keys.
  1. Not defined
3. “c”
  1. Brings up the “Compare Levels Options” dialog.
4. “g”
  1. Toggle whether or not the grid (shown at the bottom of the screen) is on or not.
5. “h”
  1. Toggles whether or not the cursor hairs are shown or not.
6. “l”
  1. Toggles whether or not the lighting option (shown at the bottom on the screen) is on or not.
7. “s”
  1. Toggles whether or not the snap option (shown at the bottom of the screen) is on or not.
  2. Note : If you toggle the “h” key and then toggle the “s” key you will note that the numbers go from integer to floating point. Or to put that another way – you either get whole numbers or fractional parts of a number (like 23.45875).
8. “x”
  1. Opens the Select menu.
  2. Notes : Can be used to back up one step in what you have been doing.
9. **Control+E**
  1. Opens the export dialog
10. **Control+N**
  1. Used to create a new document
11. **Control+O**
  1. Used to open a new document
12. **Control+S**
  1. Used to either:
    1. Open a save dialog to save your document
    2. Or to automatically save your document
13. **Control+X**
  1. Undo last command (if possible).
14. **Modifier Keys**
  1. Some keys modify what is or can be done. These do NOT always work on the various screens. This is just a list you can look at and try.
    1. <SHIFT> key. Sometimes allows you to zoom in or out, other times it will increase or decrease the size of an object, and finally to go through a set of objects. All of these require you to use the middle mouse button.
    2. <ALT> key. This key can be used with the middle mouse button also to do the same things as the shift key.
    3. <CONTROL> key. This key can also be used in one of the capacities of the shift key.
    4. To conclude this – it is always a good idea to go through, try holding a key down (or just click it) to see what it will do.

## 24. Thank yous

1. Just a few thank yous to people who have helped me with this document.
  1. EightBitz – Proof read document and made really great suggestions to the document. He found a lot of problems with what I had typed up. Fixed now! :-) Thank you!
    1. PLEASE download and read EightBlitz' documentation on Dungeondraft. It really is very good! :-)
  2. Dungeonsmith who has answered my questions and I also think he pointed me to the documentation created by EightBitz. Thank you!
  3. Zalkeniai has also answered questions quickly and promptly. Thank you!

## 25. Notes.

1. Use this area to write your notes. THEN – send them to me so I can make this document even better. Also, if something changes in the program – PLEASE let me know so I can document it.

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.



## 2. Notes (continued)

[illegible]