## Map Overlay Tool

## 1 Map Overlay Tool

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# Map Overlay Tool

Starting Map Overlay Tool



Select "Tools/Map Overlay Tool"

Set Map Size		
	Map	
	Hex Square Set Cell Size	
	Set Map Size	
	Set Background Image Set Background Image Show Text Shift Overlay	е е Туре
	Calculate Cell Counts Add Color	2525
	Cell Types	
	Show Palette	ЖР

Select the menu item "Map/Set Map Size ... "



Enter the size of the map and click the "OK" button.

#### **Select Color**



Select the color that you want to fill on the map.

#### **Color Hexes**



Click and drag to fill in the hexes with the color.

If the 12 different colors that are available are not enough, you can add more colors via the menu or the drop down list.

Using the menu		
	Мар	· · · · · · · · · · · · · · · · · · ·
	Hex	
	Set Cell Size	
	Set Map Size	
	Set Background Imag	je
	Set Background Imag	je Type
	Show Text	<pre></pre>
	Shift Overlay	
	Calculate Cell Counts	5
	Add Color	
	Cell Types	
	Show Palette	<mark>ж</mark> Р (

Click on the "Map/Add Color" menu item

## Using the drop down list

\varTheta 🔿 🔿 Tool Palette
Color Image Erase
Type:
Add Color 🗘 🛪 🗘
Cyan
Light Gray
GrayClick on the area to oad image
Magenta
Orange
Pink
Puke Green
Add Color

Click on the color drop down list and go to the bottom and click on "Add Color..."



Enter the name for the color and then make your color and click on the "OK" button.

#### Select Image Mode on Tool Palette



Click on the "Image" button, then click on the area indicated by the text "Click on the area to load image"

Select Image File			
⊖ ○ ○ Select image file			
😭 paulfranz	•		
Name 🔺	Date Modified		
SFU Online Client	Sunday, August 6, 2006 2:32 PM		
SFW	Monday, October 6, 2008 10:45 PM		
🚞 sigs	Tuesday, December 12, 2006 2:07 PM		
Sites	Tuesday, November 25, 2008 10:26 AM		
🖹 Square 🚺	Tuesday, January 27, 2009 8:33 PM		
SSH Launcher	Wednesday, November 26, 2008 1:09 PM		
Tasks for clearcase cutover.doc	Saturday, March 15, 2008 9:01 AM		
i test.txt	Wednesday, June 11, 2008 9:36 PM		
🖹 Thought Bubbles Intro	Friday, January 23, 2009 5:21 AM		
🚞 Thumb Drive Backup	Sunday, September 28, 2008 8:53 AM		
🚞 tmp	Tuesday, November 25, 2008 2:58 PM		
🛄 tmp2	Wednesday, December 17, 2008 10:55 🔺		
🖉 unix2dos.pl	Monday, February 5, 2007 8:45 PM 🗾		
File Format: Graphic Image (*.gif, *.jpg)			

Select file and press "Open".

#### **Select Multiplier**



Select the size of the image by the cell multiplier.

## Adding Image



Click the hex where you want the image centered.



To erase, click on the "Erase" button in the palette.



Click on the hexes to erase any color or image in the cell.

Мар	the second s	-
Hex	(	
Squ	are	
Set	Cell Size	- 1
Set	Map Size	(
Set	Background Image	
Set	Background Image Type.	)
Sho	w Text	<
Shif	t Overlay	<
Calo	culate Cell Counts	<
Add	Color	(
Cell	Types	•
Sho	w Palette	₩Р <

Click on the "Map\Set Background Image..." menu item.

$\Theta \odot \Theta$	Select in	nage file
	Terrain	<b>\$</b>
Name Asteroids.gif Class-MPlanet.gif GasGiant1Hex.gif Moon.gif	1	Date Modified Wednesday, November 12, 2003 8:13 AM Wednesday, November 12, 2003 8:13 AM Wednesday, November 12, 2003 8:13 AM
File Format: Graphic Image (*.gif, *.jpg)		
		Cancel 2 Open

Click on the image file and click on the "Open" button.



## Set how the background image will be applied

Мар	and the second	-		
Hex	Hex			
Squ	are			
Set	Cell Size	-		
Set	Map Size	4		
Set	Background Image	$\sim$		
Set	Background Image Type	e		
Sho	w Text			
Shif	t Overlay	4		
Calc	ulate Cell Counts			
Add	Color	(		
Cell	Types			
Sho	w Palette	ЖP		

Click on the "Map\Set Background Image Type..." menu item.

Select Background Type			
:	Select Background Type		
	<ul> <li>Centered</li> <li>Stretched</li> </ul>		
	Offset Column:		
	R Columns:		
	Ok Cancel		

Click on how you want the background image applied:

Center - Center it on the map

Stretched - Stretch to fill the map

**Tiled** - Fill the map with copies of the image.

Offset - Set the background image to located at a certain offset and size.

#### Bring up Options or Preferences window.

00	SFB Online: The Client for all online SFU Games		
000	Games/Chat Rooms		
Double-click to laur	nch: 🗹 Synchronize upon entering game room		
Users logged in:	Tree Table		
	Room User(s)		
	Login Enter Refresh		
Status Bar			

Go to the Main windows and click on the "Options/Options..." menu item or "SFU Online Client/Preferences..."

#### Find the library path.



Click on the tab for the appropriate room type. For example, SFB.



Switch to your Map Overlay Tool window and click on the "File/Save" menu item.

	Select map overlay file	
Sav <mark>2</mark> :	SFB	
Name	Date Modified	
🚞 Andromedan	Wednesday, December 10, 2008 9:40 PM	
🚞 Baduvai	Thursday, October 16, 2008 6:44 PM	
🚞 Eneen	Thursday, October 16, 2008 6:42 PM	
🚞 General	Wednesday, December 10, 2008 9:37 PM	
isc 🚞 isc	Wednesday, December 10, 2008 9:37 PM	
🚞 Probr	Thursday, October 16, 2008 8:17 PM	
🚞 RYN	Thursday, October 16, 2008 8:50 PM	
Souldra 📄	Tuesday, January 13, 2009 10:29 PM	
File Fo	rmat: Map Overlay Object (*.mpo) 🖨	
New Folder	Cancel 3 Save	

Change the directory in the save window to be the same as the library path. Enter filename and click on the "Save" buttomn.



Click on "Game/Map Overlay/Assign" menu item.

Select the Map Overlay File		
O O Select map overlay file		
SFB	<b>•</b>	
Name 🔺	Date Modified	
NameDate ModifiedAndromedanWednesday, December 10, 2008 9:40 PMBaduvaiThursday, October 16, 2008 6:44 PMEneenThursday, October 16, 2008 6:42 PMGeneralWednesday, December 10, 2008 9:37 PMISCWednesday, December 10, 2008 9:37 PMProbrThursday, October 16, 2008 8:17 PMRYNThursday, October 16, 2008 8:50 PMSouldraTuesday, January 13, 2009 10:29 PMTestOverlay.mpoWednesday, January 28, 2009 2:28 PM		
1 File Format: Map Overlay Object (*.mpo) 🗧		
	Cancel 3 Open	

Select the "File Format" of "Map Overlay Object". Click on the previously saved map overlay and then click on the "Open" button.

#### Reminder

The name and relative location in the library needs to be the same for all players for them to share the map overlay.