Map Overlay Tool

1 Map Overlay Tool
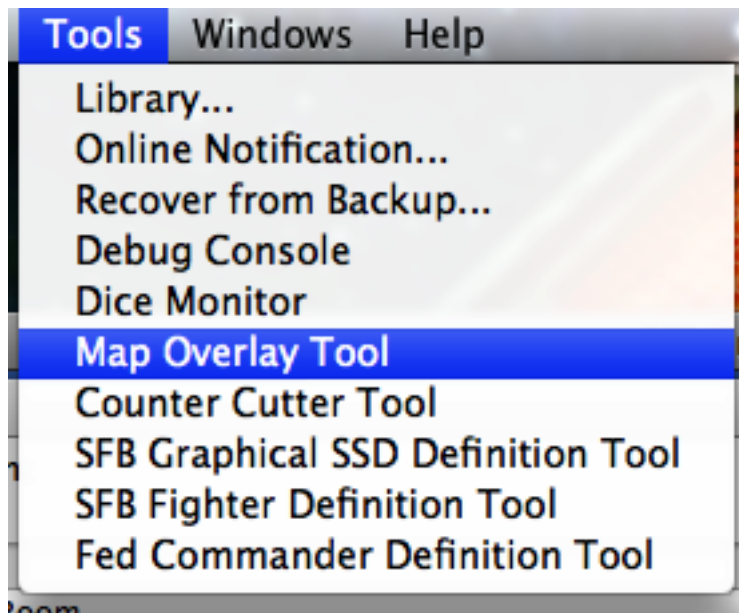
Map Overlay Tool

Creating a Map Overlay
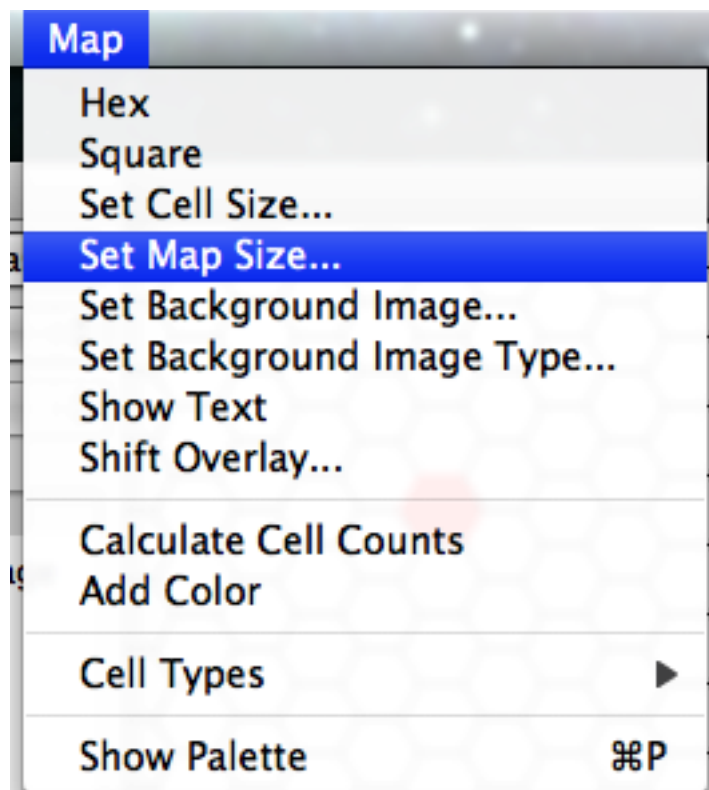
Starting Map Overlay Tool

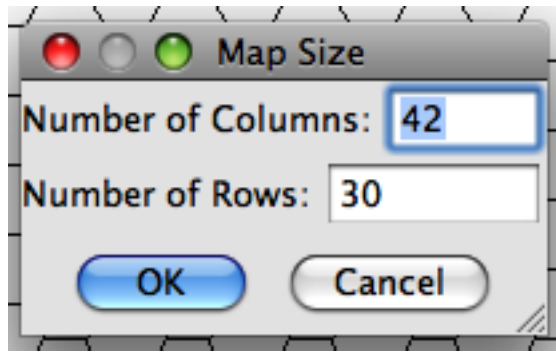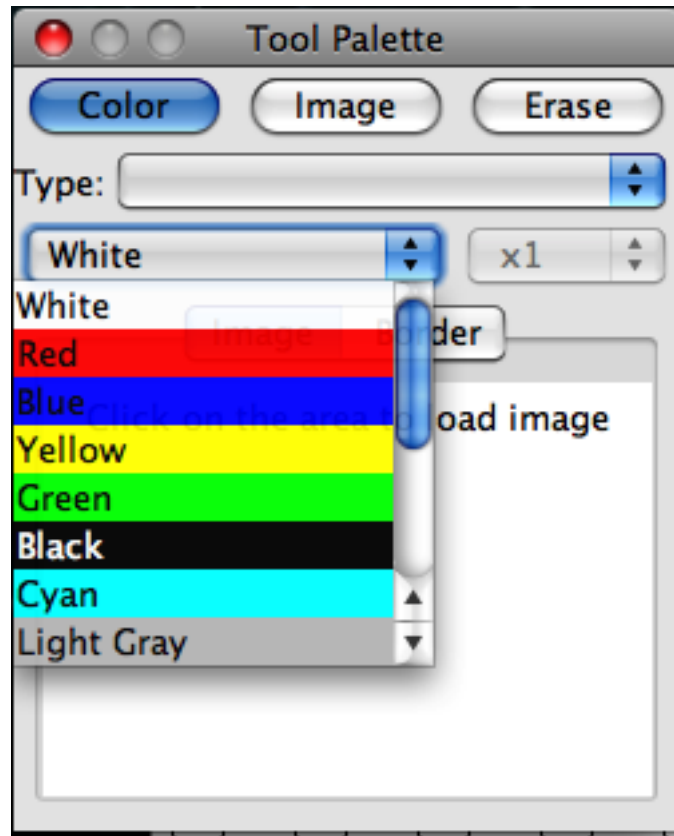
Select "Tools/Map Overlay Tool"

Set Map Size

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

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

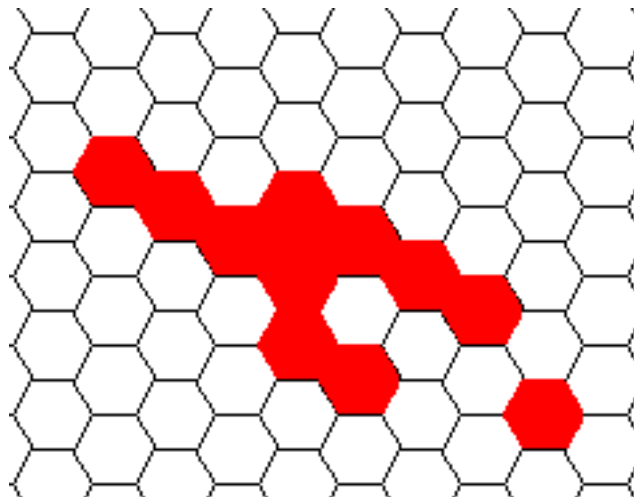# Coloring Map Overlay

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.

Add New 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
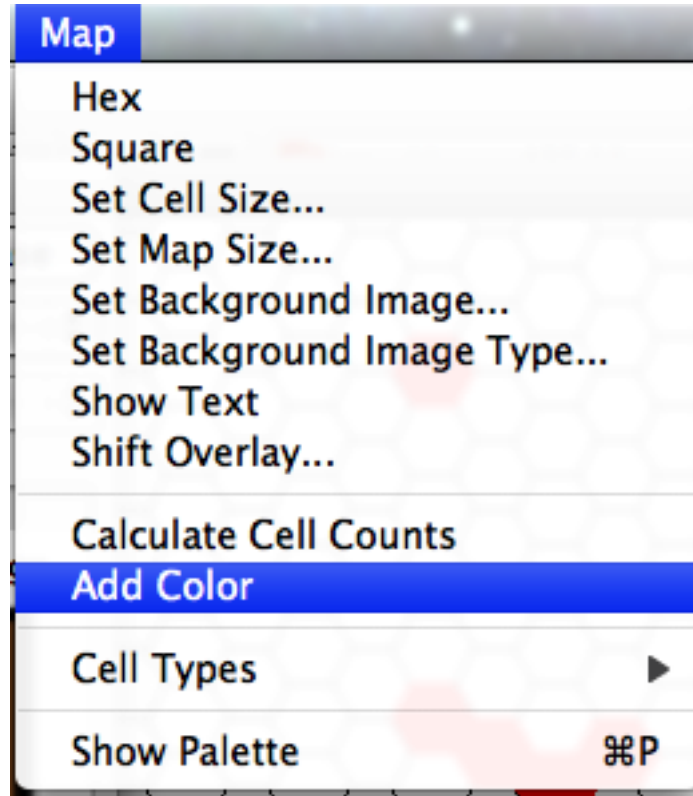
Click on the "Map/Add Color" menu item

Using the drop down list
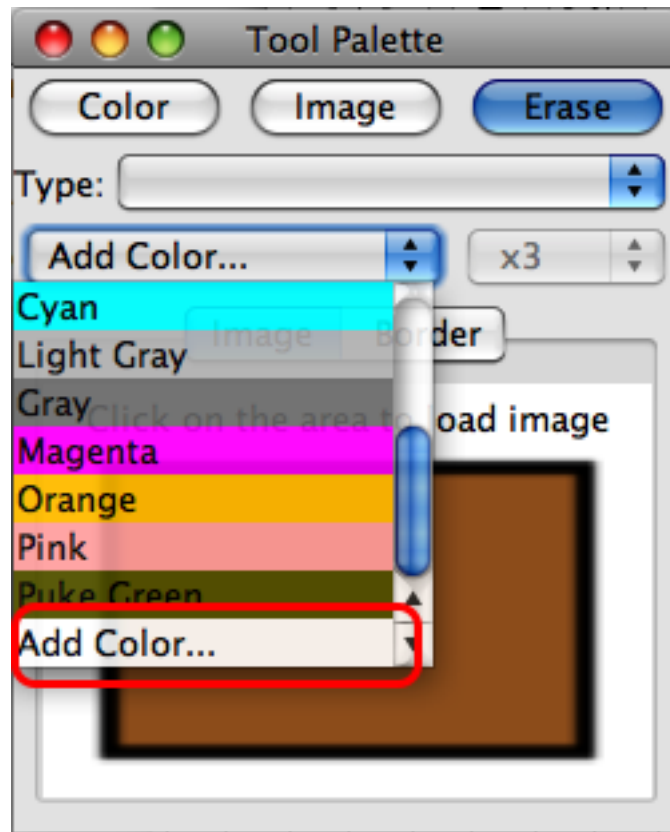
Click on the color drop down list and go to the bottom and click on "Add Color..."
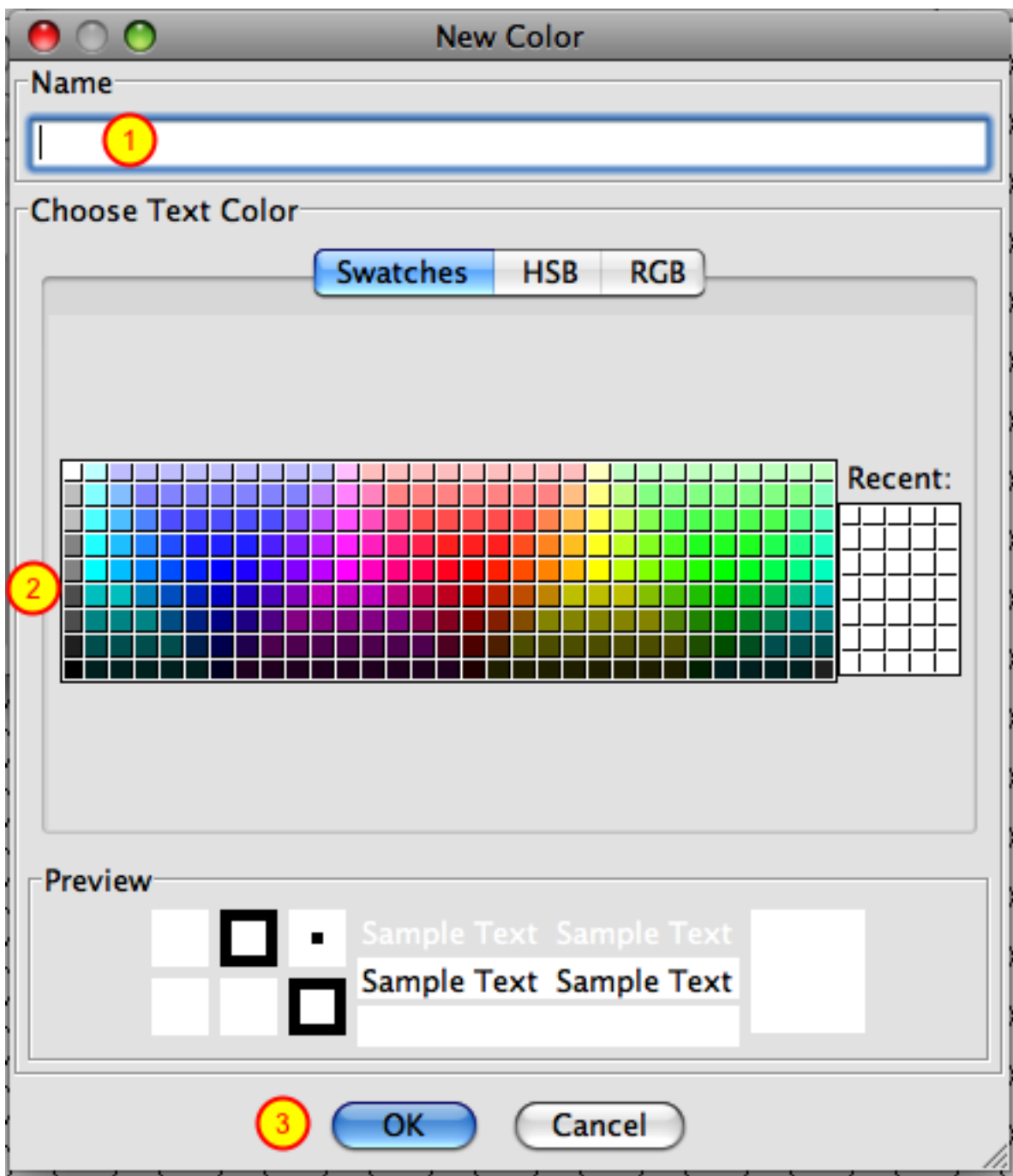
Enter the name for the color and then make your color and click on the "OK" button.

Adding Images to Map

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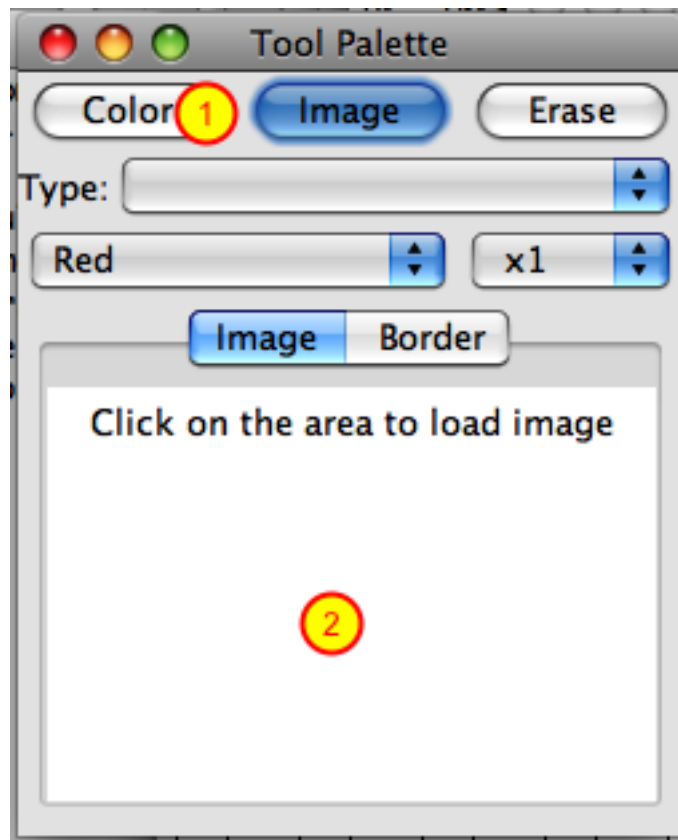
Click on the "Image" button, then click on the area indicated by the text "Click on the area to load image"

Select Image File
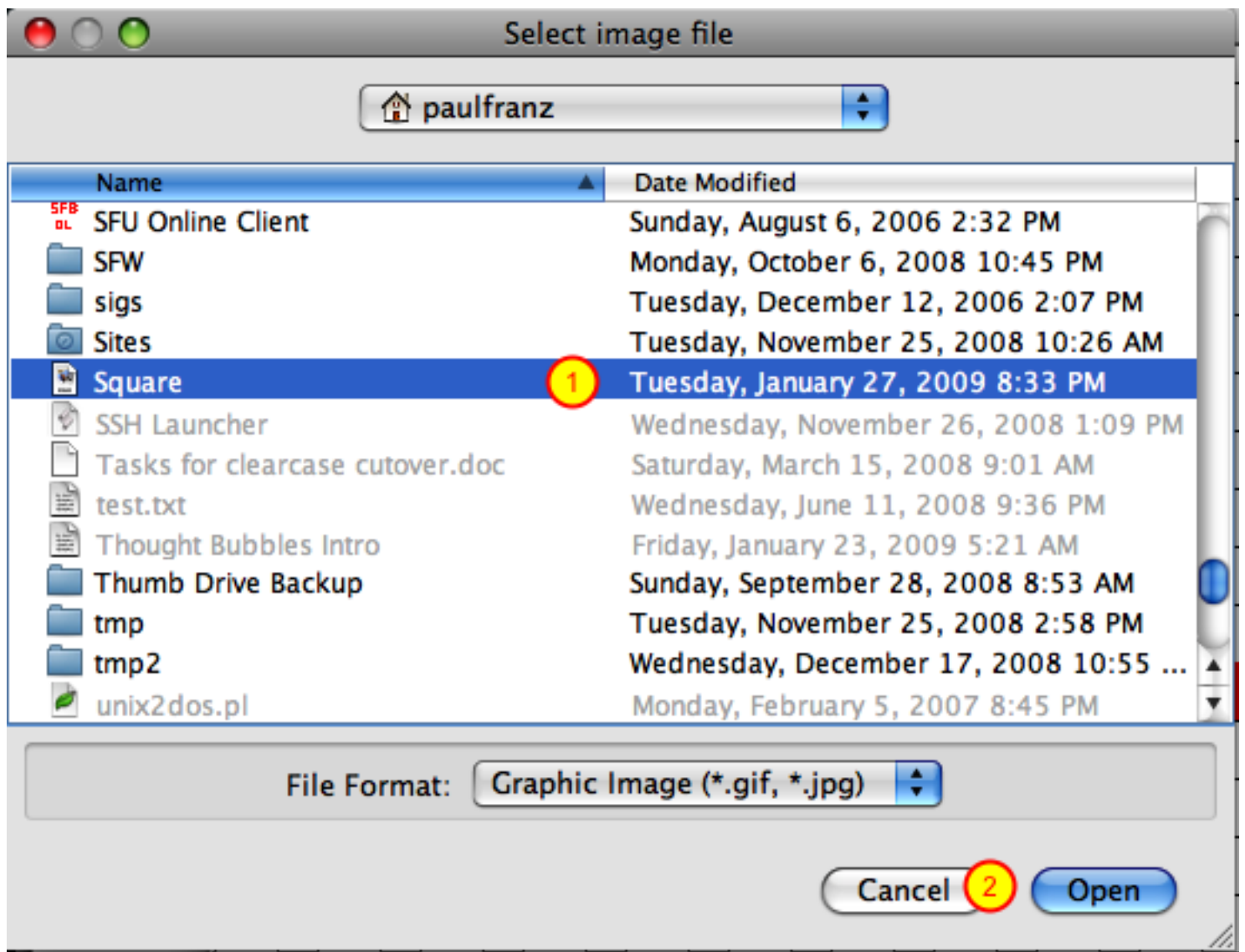
Select file and press "Open".

Select Multiplier
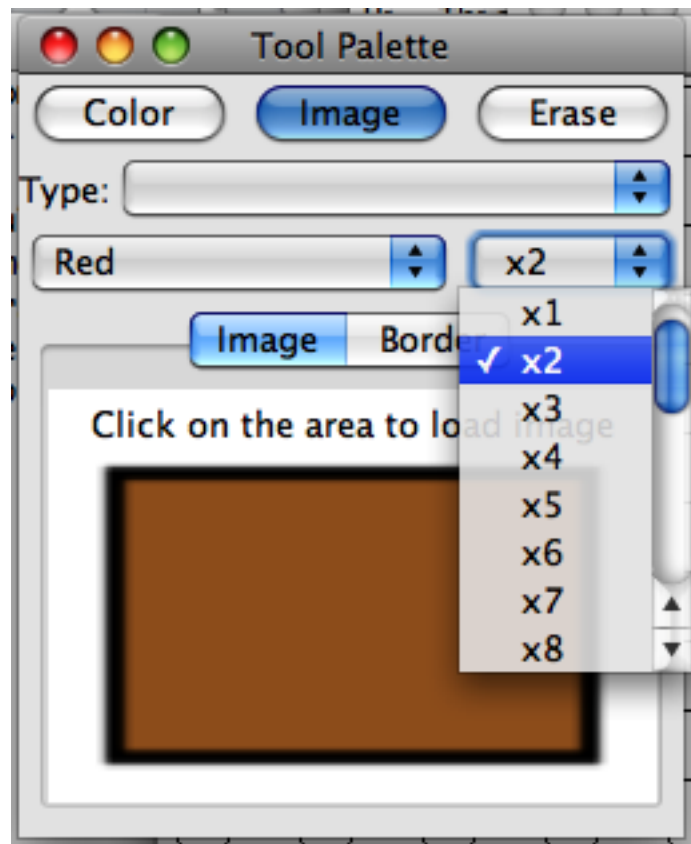
Select the size of the image by the cell multiplier.

Adding Image
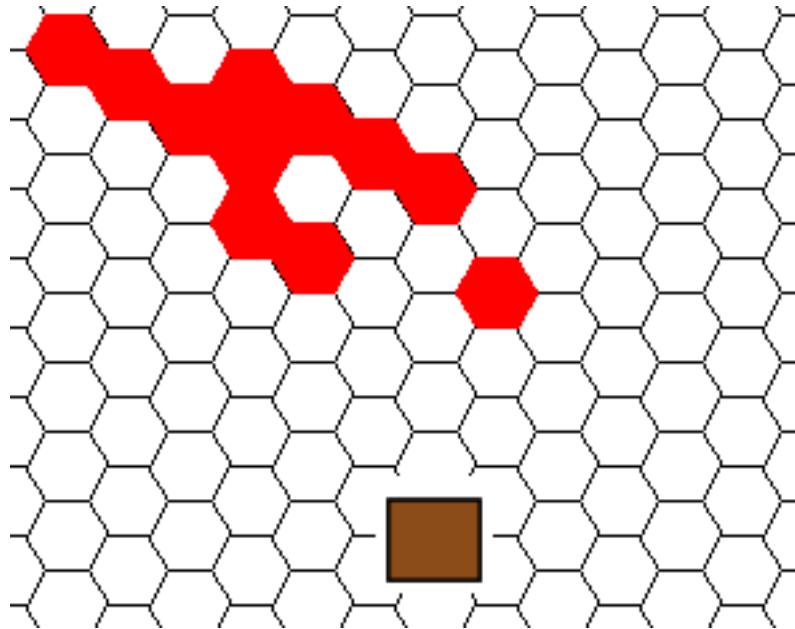
Click the hex where you want the image centered.

Erasing Mistakes

To erase, click on the "Erase" button in the palette.
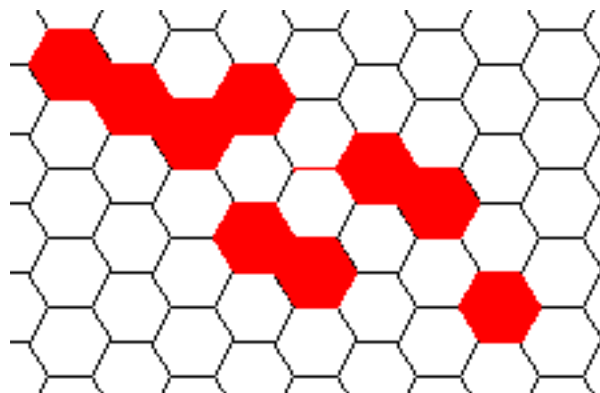
Click on the hexes to erase any color or image in the cell.

Setting the background image
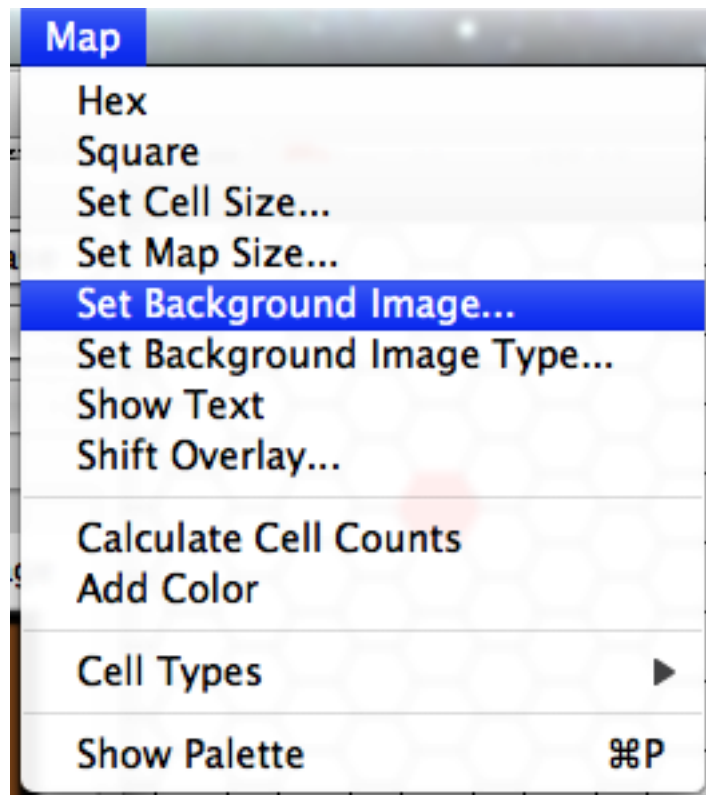
Click on the "Map\Set Background Image..." menu item.
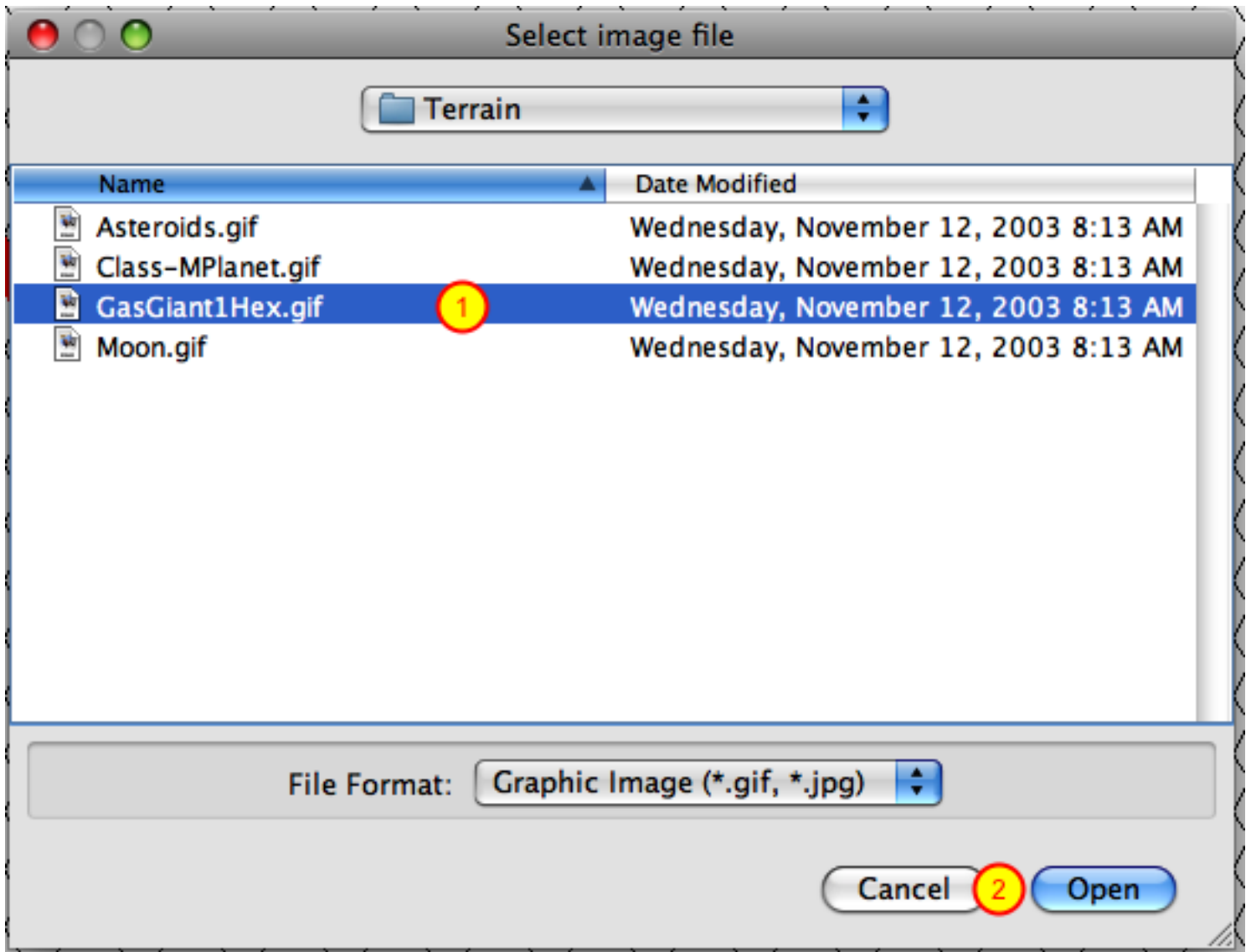
Click on the image file and click on the "Open" button.
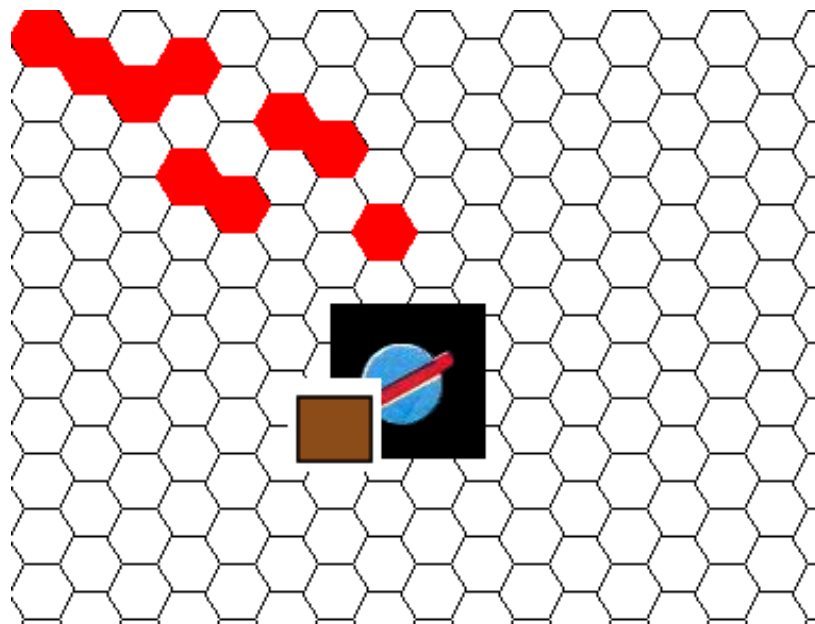
Set how the background image will be applied

Map

- Hex
- Square
- Set Cell Size...
- Set Map Size...
- Set Background Image...
- **Set Background Image Type...**
- Show Text
- Shift Overlay...

- Calculate Cell Counts
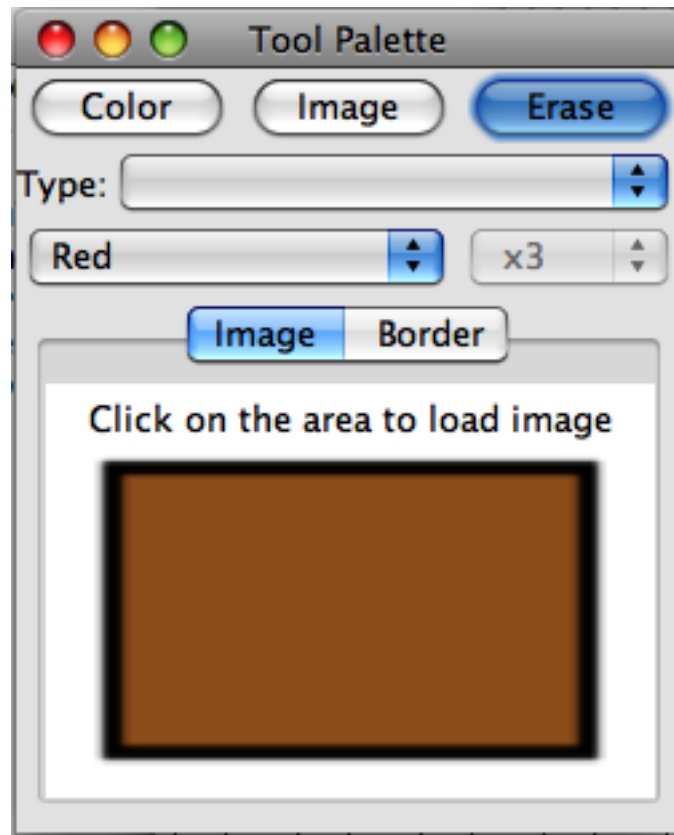- Add Color

- Cell Types ▶

- Show Palette ⌘P
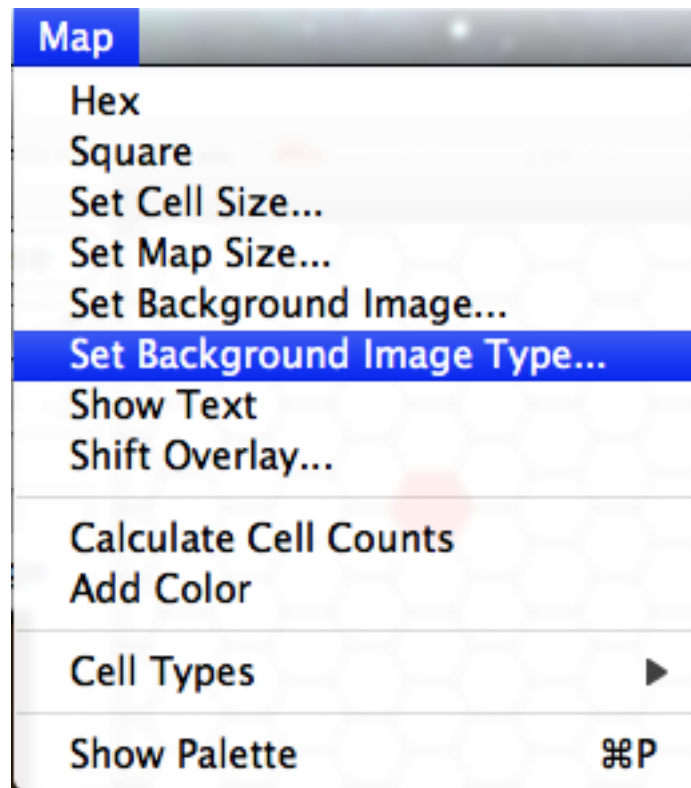
Click on the "Map\Set Background Image Type..." menu item.

Select Background Type

Select Background Type

- ● Centered
- ○ Stretched
- ○ Tiled
- ○ Offset

Offset
Row: ☐   Column: ☐

Size
R...: ☐   Columns: ☐

(Ok)   (Cancel)
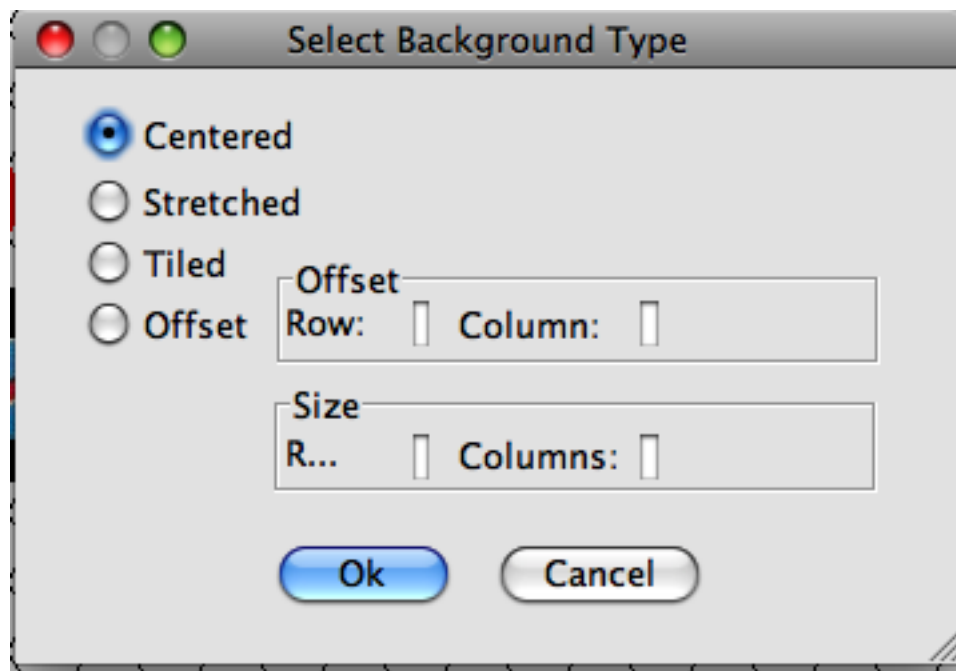
Click on how you want the background image applied:

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.

Making Map Overlay available in a room

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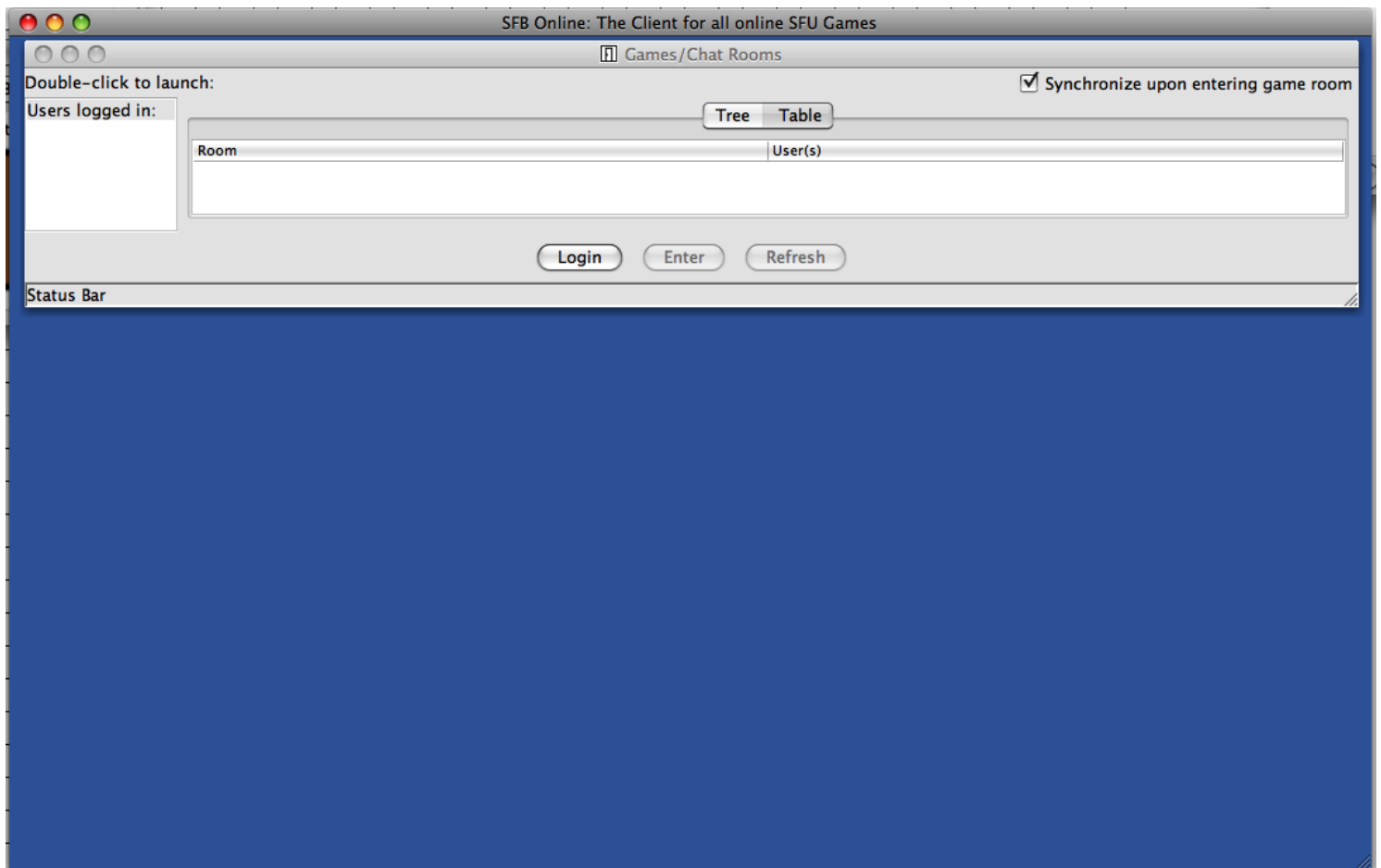
Go to the Main windows and click on the "Options/Options..." menu item or "SFU Online Client/Preferences..."

Find the library path.

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

Save the file

File | Map
Open | ⌘O
Save | **⌘S**
Close
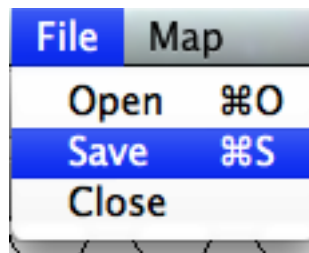
Switch to your Map Overlay Tool window and click on the "File/Save" menu item.

Select map overlay file

Save as: TestOverlay ②

① 📁 SFB

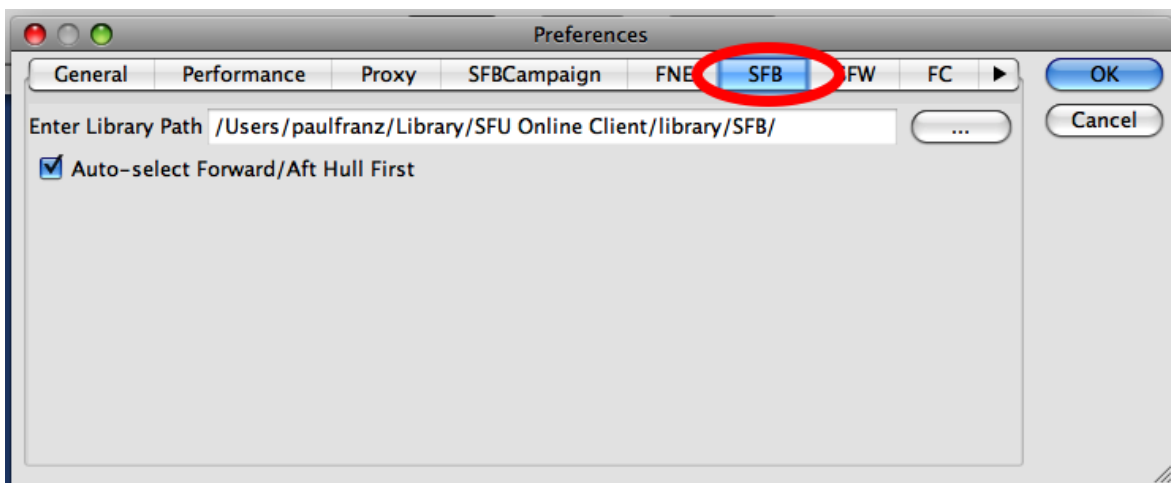| Name	Date Modified
📁 Andromedan	Wednesday, December 10, 2008 9:40 PM
📁 Baduvai	Thursday, October 16, 2008 6:44 PM
📁 Eneen	Thursday, October 16, 2008 6:42 PM
📁 General	Wednesday, December 10, 2008 9:37 PM
📁 ISC	Wednesday, December 10, 2008 9:37 PM
📁 Probr	Thursday, October 16, 2008 8:17 PM
📁 RYN	Thursday, October 16, 2008 8:50 PM
📁 Souldra	Tuesday, January 13, 2009 10:29 PM

File Format: 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.

Using it in a room
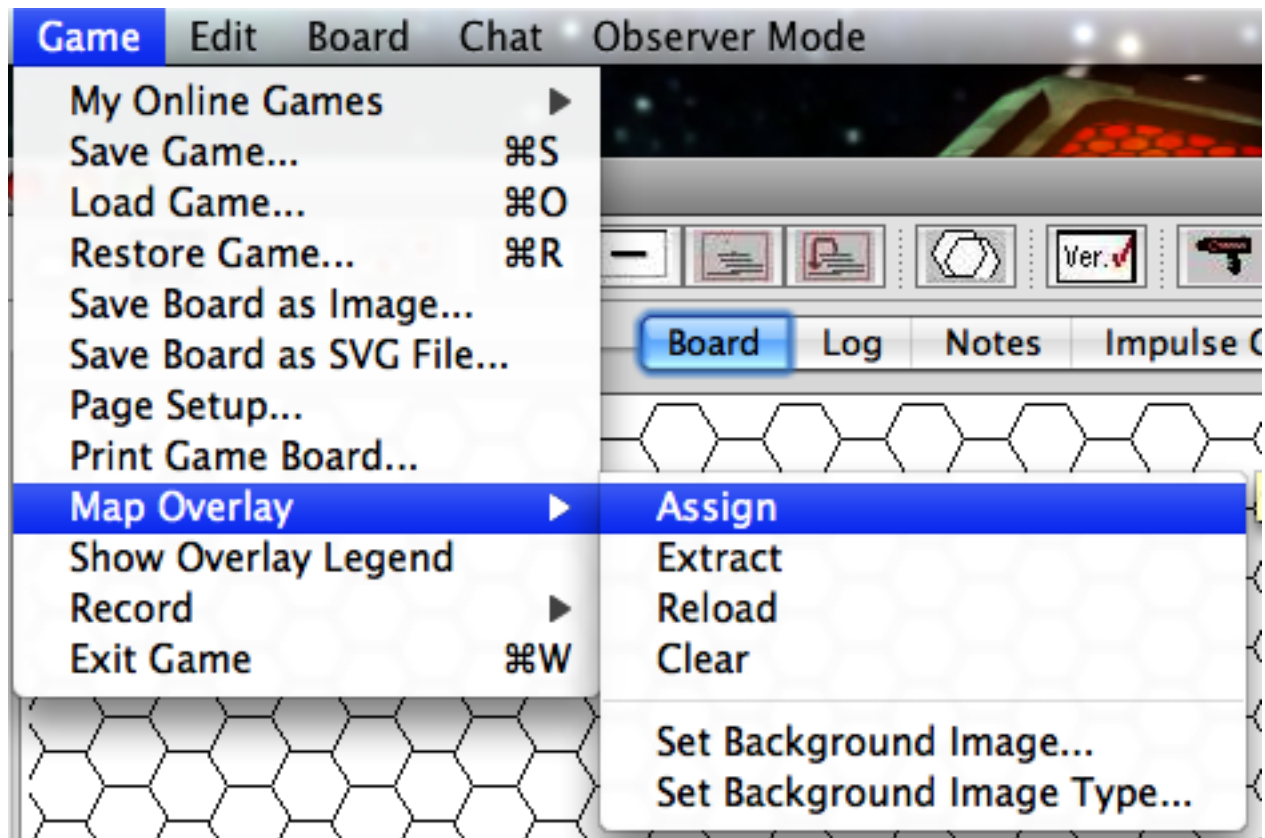
Click on "Game/Map Overlay/Assign" menu item.

Select the Map Overlay File

Select map overlay file

📁 SFB

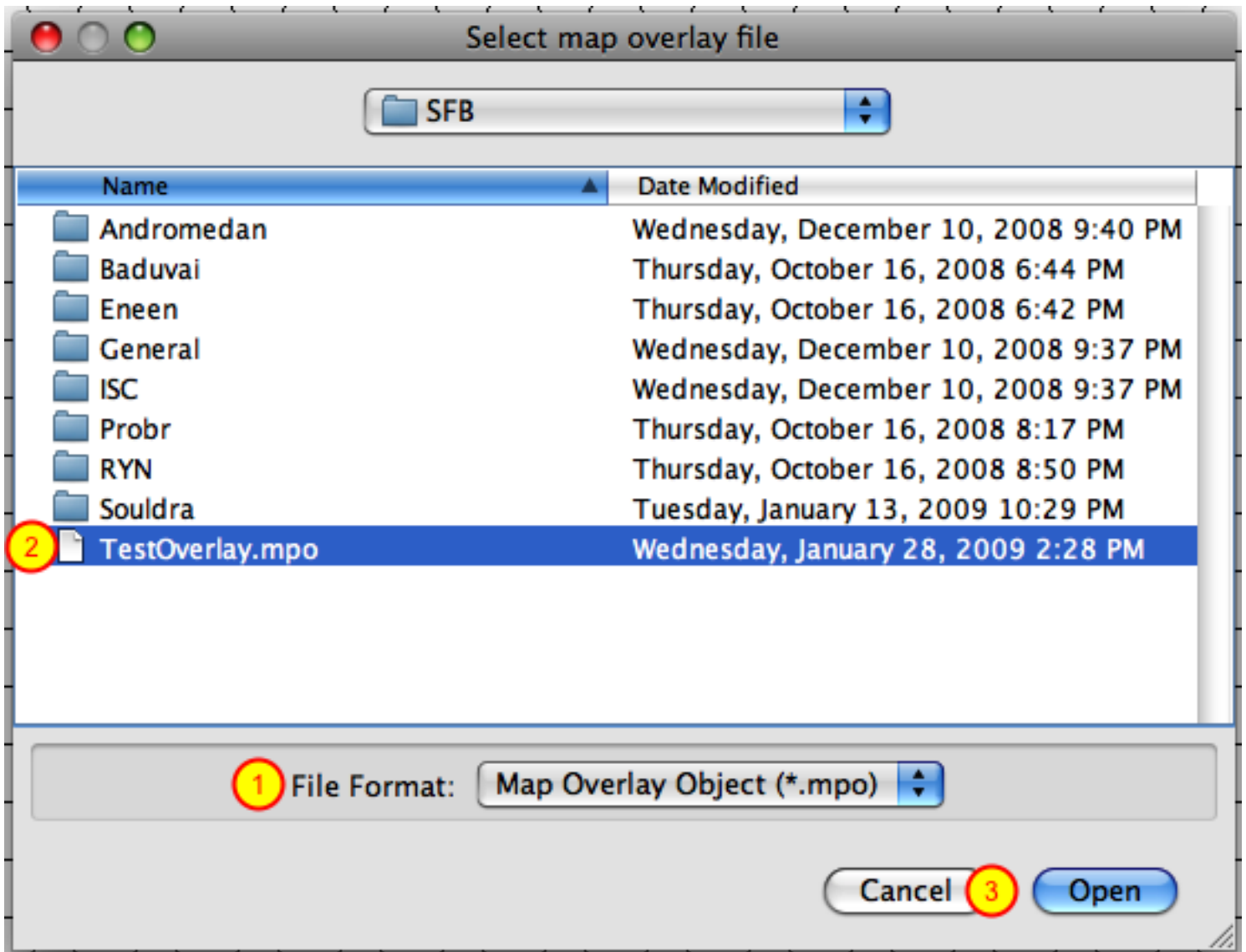| Name ▲	Date Modified
📁 Andromedan	Wednesday, December 10, 2008 9:40 PM
📁 Baduvai	Thursday, October 16, 2008 6:44 PM
📁 Eneen	Thursday, October 16, 2008 6:42 PM
📁 General	Wednesday, December 10, 2008 9:37 PM
📁 ISC	Wednesday, December 10, 2008 9:37 PM
📁 Probr	Thursday, October 16, 2008 8:17 PM
📁 RYN	Thursday, October 16, 2008 8:50 PM
📁 Souldra	Tuesday, January 13, 2009 10:29 PM
(2) 📄 TestOverlay.mpo	Wednesday, 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.