Map Overlay Tool
1 Map Overlay Tool

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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
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 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.
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

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

Select Background Type

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

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

Change the directory in the save window to be the same as the library path. Enter filename and click on the "Save" button.
Using it in a room

Assign the Map Overlay

Click on "Game/Map Overlay/Assign" menu item.
Select the Map Overlay File

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.