

# OTHER WORLD MAPPER

**Other World Mapper V1.0.6**  
**Help and Overview**

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Rev 2.4

02/22/2022

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## 1 Opening the Program

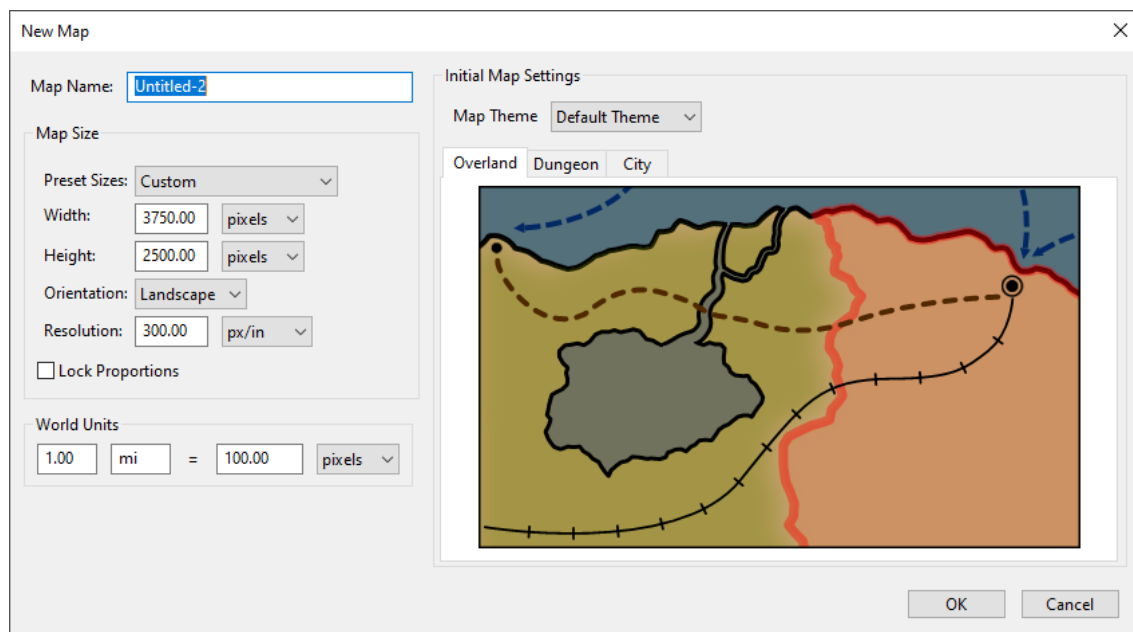


Once Other World Mapper is finished loading, a startup screen will appear. The startup screen allows the creation of a new map, creating a new map from a template, opening a sample map or quick opening an existing map.

## 2 Creating a New Map

To create a new map, use the startup dialog or select “New” from the “File” menu.

The New Map dialog will open with the following options.



- Map Name
  - Map File name and title
- Map Size
  - Specifies the map size options for the map

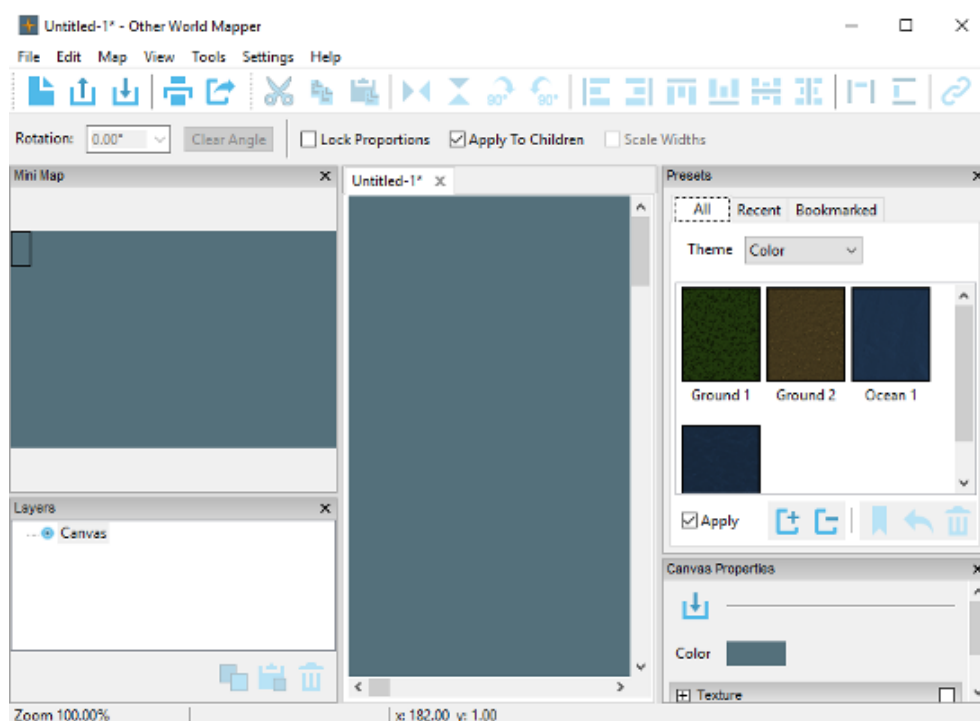
- Preset Sizes: Allows selection of a standard preset (i.e. Letter, A4, etc.).
- Width and Height: Select the width and height of the map. Use the pull down to choose the units used to specify the size.
- Orientation: Changes the orientation of the map between landscape and portrait.
- Resolution: Selects the default print and export resolution for the map
- Lock Proportions: Use the checkbox to lock the proportions of the width and height values.
- World Units
  - This lets you setup custom map units. This is used for the Measure tool and will be used in future functionality. It sets the conversion between any unit (including “imaginary” that you type in) and map pixels, inches, centimeters, or millimeters.
- Initial Map Settings
  - Map Theme
    - The Map Theme sets the defaults for all the map properties and tool properties to a preset theme. These are only the default tool settings and all of them can be changed and customized once the map is opened/created.
  - Map Preview
    - Selecting one the tabs will show a preview of the default tools for the selected preset, for the three tool sets: Overland, Dungeon and City

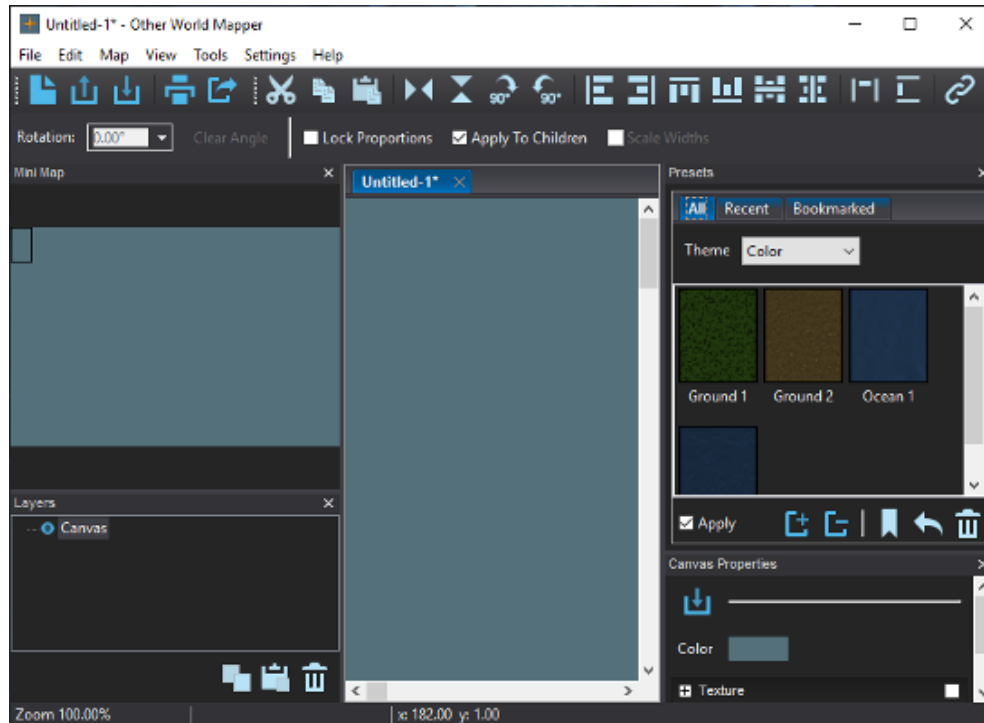
## 3 Program Settings

### 3.1 UI Settings

#### Application Color Theme

This option lets you choose between a default theme as defined by our operating system and a custom dark mode.





### Icon Color Theme

This option lets you choose between cool color (blue tone) application icons and warm (orange tone) application icons.

### Size Settings

This option lets you choose size settings for multiple aspects of the program: icons, feature previews and texture previews.



## 3.2 Preview Settings

The current version of Other World Mapper has two settings that impact that overall “performance vs quality” of the preview of the application: Preview Quality and Preview Mode. Both settings can be accessed from the “Settings” menu.

**Note** that when printing or exporting maps are always rasterized at the highest composition quality possible

## Preview Quality

Let's you choose between four different levels of preview resolution: low, medium, high and raster resolution. This does not change the quality of the actual project, only how it is shown in the workspace. This is useful for working with very large maps or when improved program speed is needed.

## Preview Mode

Changing the preview mode from Render to Outline, makes certain actions only show you the outline of the drawn item and not render the color fills and textures until the action is complete. This can be used when improved program speed is needed and it's the default behavior of the program.

## 3.3 Resetting Workspace and Settings

### Workspace

From the "Settings" menu, select "Reset Workspace" to restore the position of all windows to defaults.

### Application

From the "Settings" menu, select "Resets Application Settings" to restore all application settings to defaults (i.e. show/don't show Startup Dialog, Application Color, etc.).

**Note:** neither of these options deletes custom saved themes, presets or new artwork added.

## 3.4 Advanced Settings

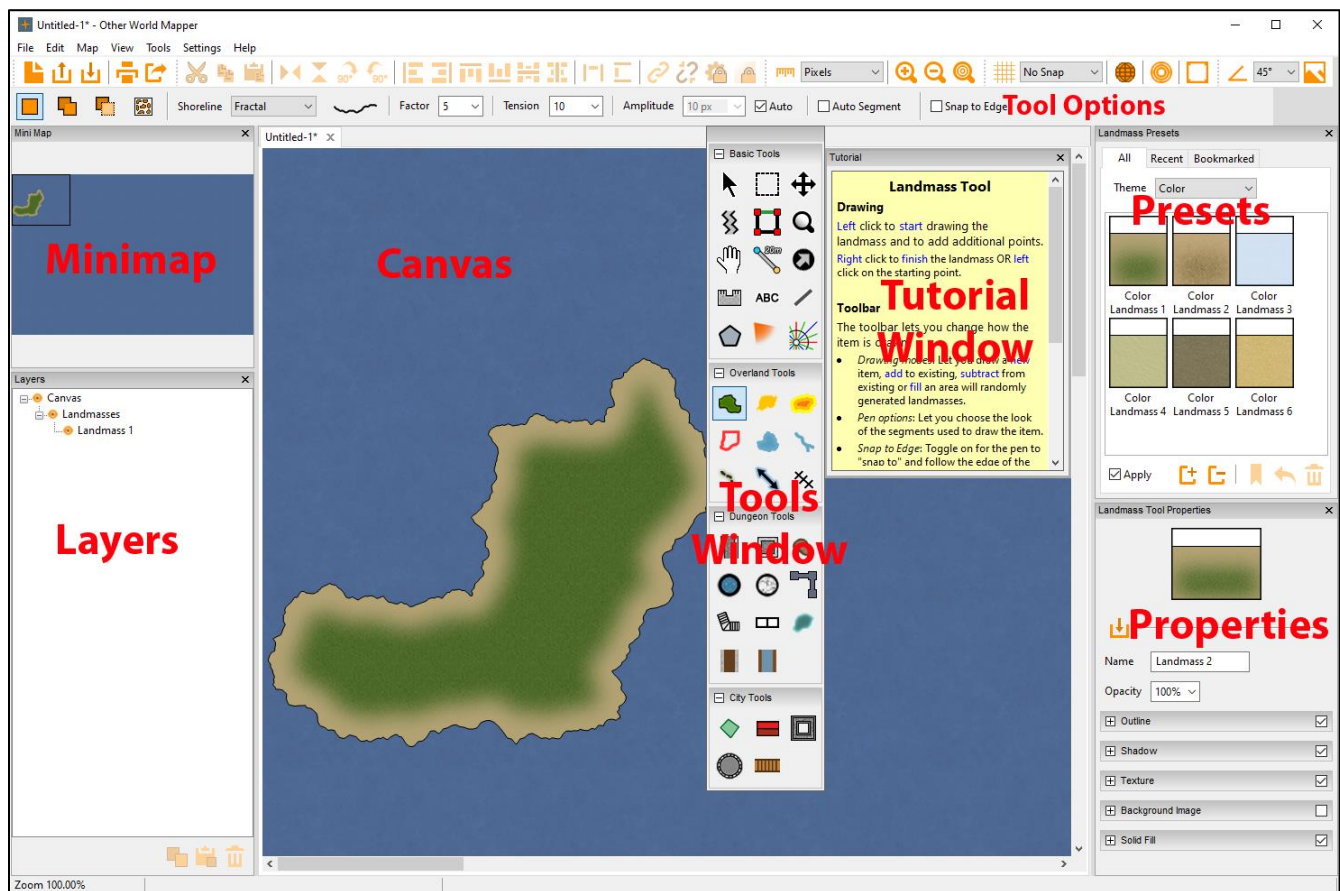
- **Undo/Redo Depth:** Sets how many actions you can undo/redo.
- **Navigation**
  - **Center When Zoomed Out:** Center map when smaller than workspace.
  - **Scroll Rate:** Sets how quickly the program scrolls.
  - **Arrow Move Speed:** Set the distance (px) a click of the arrow keys moves an item.
- **Tool Options**
  - **Save Feature Tool Rotation:** Keep rotation setting between placing features.
  - **Reduce Points Range:** Sets the distance between points for Auto Reduce Points.
- **Auto Save Options**
  - **Time:** Sets how often the program auto-saves in minutes.
  - **Path:** Lets you manually set the path that the program auto-saves to.

## 4 Windows and Tools

The workspace is divided into several windows and spaces. The image below shows the default layout, but windows may be moved and docked differently according to the user's preference.

You may show or hide these windows (with the exception of the Tools Window) from the Settings → Windows menu option.





## 4.1 Canvas Area

The canvas area is the “blank map” for the project. It has properties that can be set in the Properties Window.

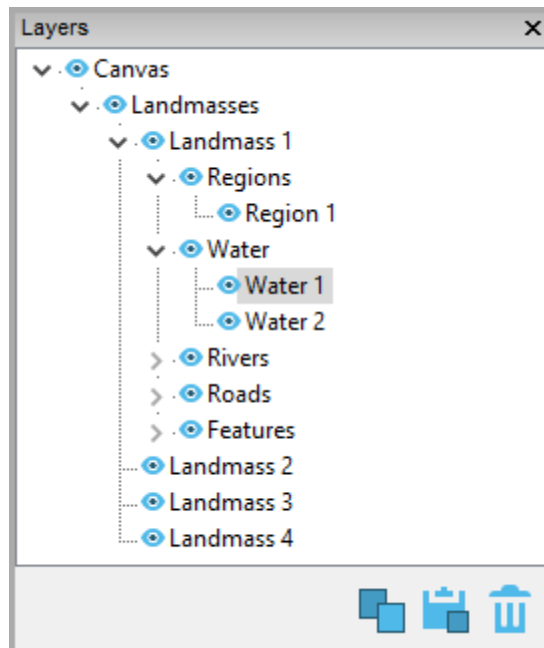
- **Color:** The background color for the map
- **Texture:** The texture options to overlay on top of the canvas color.
- **Background Image:** The background image goes on top of the background color and texture and its primary use is to show a background created in a different program or to place an image of a map to trace (for instance, a scanned in hand drawn map).

## 4.2 Mini Map



Mini Map view is provided for easy navigation of larger maps. Click on the mini map to navigate to that spot on the map view.

## 4.3 Layers Window

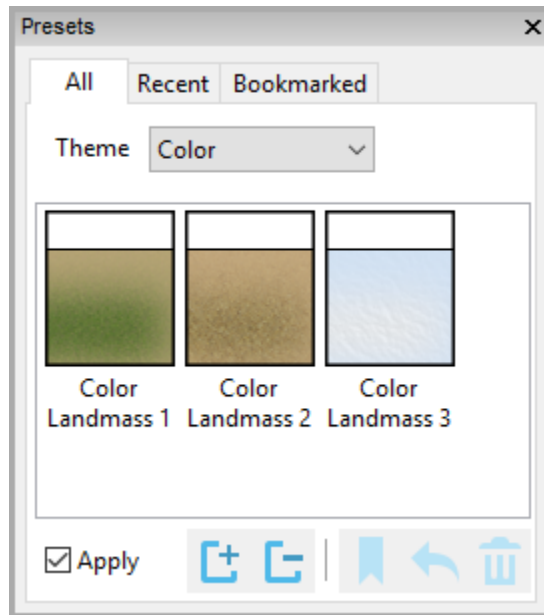


The layers tree displays all items present on the map and their relation to each other. All children of an item are placed under headers depending on what type of item they are. (Ex. All the region items in a landmass are placed under the Regions heading.)

- Selection
  - Selecting an item on the layers tree will select that item on the map
  - Selecting a header will select all items of that type within that parent item
  - Holding shift when selecting will select all the items between the previously selected item and the one currently being selected

- Holding ctrl when selecting will add a new item to the selection or remove the item if already selected
- Holding alt when selecting will remove the item from the selection if already selected.
- Double-clicking on an item will center the map view on that item
- Dragging an item to a different spot on the list will bring it forward or send it backward on the map. This only works for children items under the same header or when moving children to a different parent item (like moving a lake from one landmass to another)
- Right-clicking on an item will bring up the Edit menu for that item or selection.
- Buttons
  - Copy: Copies any items selected on the layers tree
  - Paste: Pastes any copied items if an appropriate parent is selected
  - Delete: Deletes any items selected on the layers tree

## 4.4 Presets Window



Each drawn item and tool has property presets associated with it (except feature and links). Presets are accessed through the Presets Window and are organized by category. The presets are shown in a preview list that is determined by the tool or item selected and the category selected.

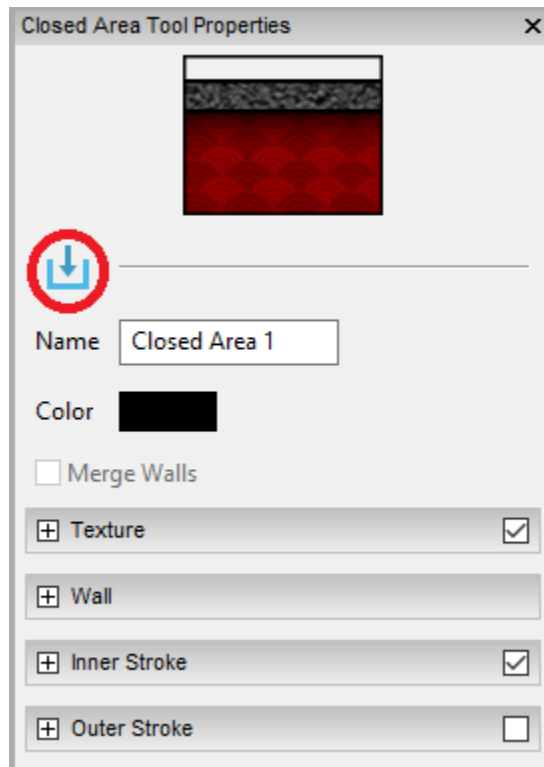
- Navigating Presets
  - The presets shown in the preset window will be the presets associated with the tool or item type selected.
  - Presets are also saved into different theme folders. Themes may be selected through the Themes drop down box.
  - The presets window contains three tabs: All, Recent, and Bookmarked.
    - All tab shows all the presets saved for the current item type and theme.
    - Recent tab shows presets you've recently used for the current item type.
    - Bookmarked shows presets you've bookmarked for the current item type.
- Apply Presets

- The preset window contains an Apply check box on the bottom left that is checked by default. When checked, clicking on the preset preview image will apply the preset properties to the tool or item selected. Uncheck the Apply box when you want to manage presets.

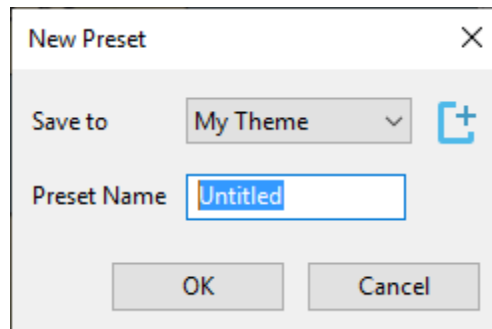
- Managing Presets and Preset Themes

Note: It is suggested that you uncheck the Apply box when managing presets. This will keep presets you select for managing from being applied to any tools or items you may have selected.

- Deleting Presets
  - To delete a preset, select the preset you want to delete and click the Trash Bin icon. A message dialog will open to confirm the delete.
- Moving Presets
  - To move a preset, select the preset you want to move and click the Move icon. A dialog will open with a list of Theme folders. Choose a Theme folder from the list or create a new theme folder that you would like to move the preset to.
- Bookmarking Presets
  - To bookmark a preset, select the preset you want to add and click the Bookmark icon. The preset will be added to the list in the Bookmark tab.
- Deleting Preset Themes
  - The “Subtract Folder” icon in the bottom right corner of the preset window may be used to delete Theme folders. Deleting a Theme folder also deletes the presets for **all** item types in that folder.
  - To delete a Preset Theme choose a theme from the Themes drop down box under the “All” tab and click the Subtract folder icon. A message dialog will open to confirm the delete.
- Adding Preset Themes
  - The “Add Folder” icon in the bottom right corner of the preset window may be used to create new Theme folders. (Note: New Theme folder may also be created when saving and moving presets)
  - To add a new Theme, click the Add Folder icon. A dialog will open and prompt you for the name of the new theme. After the theme is created it will appear in the Themes drop down box under the “All” tab.
- Right-clicking
  - Right-click on a preset will bring up a menu with the same options described above: Bookmark, Delete, Move and Rename.
- Creating Your Own and Modifying Presets and Preset Themes
  - You may create your own or modified property presets through the tool or items Properties Window. On the Properties Window, select the properties you want for your preset, then click the “save” icon button on the left under the properties preview.



- Once you click save, a window will open prompting you to choose a theme and enter a preset name.



- At this point you may add a theme by clicking the “Add” icon to the right of the drop list box.
- Once you chose a theme and name the preset, press OK. The preset will be added and will be accessible through the preset window.

## 4.5 Properties Window

The properties window displays the adjustable properties for items and their tools. These are properties that may be changed even after an item is drawn on the map.

When no items or drawing tools are selected the canvas properties are shown.

- Tool Properties
  - When a drawing tool is selected, the properties window will show the properties that will be

applied when an item is drawn with that tool.

- **Item Properties**
  - When an item is selected, the properties window will show that item's current properties.
- **Properties Preview**
  - Drawn items include a preview window at the top of the properties window to show you what the item will look like once drawn.
- **Name**
  - Drawn items and Features are assigned a name which may be modified in the Name section of the properties window. This name is used in the “layers window” and, for overland items, can be shown on the map when “auto label” is on.
- **Save Button**
  - Drawn items have a “save” icon button located at the top of the window, under the preview. This button allows you to save the current properties as a preset. For more information about presets see “Presets Window”
- **Unique Properties**
  - Each item has a set of its own unique properties that may be changed. Examples include size, fill color, outline and texture overlay.
  - Many of these properties have sub properties, for example, the landmass texture has the options of color, scale, and opacity. These properties are placed in collapsible windows to unclutter the screen from properties you don't change often.
  - Future releases of this document will include more detailed description of each property for each item type.

## **4.6 Tool Selection Window**

This is an overview of the tool window. Further information can be found in later sections. The tool window may be kept floating or may be docked to the sides of the application.

- **Basic Tools**
  - **Select Tool**
    - Used for selecting Items for editing properties. When selected with this tool, items can't be moved, rotated or scaled.
  - **Box Select Tool**
    - Used to click and drag to create a rectangular area for selecting multiple items.
  - **Transform Tool**
    - Used for selecting items for transforming (moving, rotating, scaling). You may also edit item properties when selected with this tool.
  - **Partition Tool**
    - Used for splitting map items in two
  - **Edit Shape Tool**
    - Used to edit Shape Control Points and Path Points of a drawn item. Select a path based item to see its points and modify them.



- Used to edit fractal segments or entire fractal shapes. Note that this is only available to items that allow fractal segments. Click on an item to select individual segments or the entire shape.
  - **Zoom Tool**
    - Used to zoom in and out of map areas. Left click zooms in. Right click zoom out. Click and drag to draw a box to zoom into the selected area.
  - **Pan Tool**
    - Used to click and drag to navigate the map.
  - **Measure Tool**
    - Use to draw a temporary path that will display measurements in the units set by the Map Scale. Each point clicked on the path will display the distance between itself and the previous point as well as the distance from the starting point.
    - Measure tool can follow existing shapes to measure part of their length (i.e. distance between points on a road) or select an item to show entire path length and area (i.e. entire length of a road, a landmass's coastal length and area).
  - **Link Tool**
    - Use to add a link to another map, image (jpg, png, etc.) or pdf file. Upon placement of a link, a dialog will prompt for the location of the file to be linked. After the link is set, double clicking the link will open and navigate to the linked map or image.
  - **Feature Tool**
    - Used to place map symbols/images such as mountains, city symbols, trees, etc. on the map.
  - **Text Label Tool**
    - Use to add text to landmasses and the canvas area as well as selecting existing text for editing.
  - **Line Tool**
    - A simple, generic line tool. Use for adding line items not covered by Other World Mapper's specialized tools.
- **Shape Tool**
  - A simple, generic shape tool. Use for adding elements that may not be covered by Other World Mapper's specialized tools.
- **Light Source Tool**
  - Used to place a point of customizable dynamic light.
- **Windrose Tool**
  - Used to add windrose/rhumblines network items.

## • Overland Tools

Draw Tools are used to draw specialized map Items. Each draw tool has properties that can be selected to customize its look.

- **Landmass Tool**
  - Used to draw landmasses on the canvas area. Landmasses may not be drawn within other landmasses (i.e. Landmasses cannot be “children” of other landmasses) However, this does not prevent them from being overlapped visually on the map.

- **Region Tool**
  - Used to draw regions on landmasses and the canvas area. This tool is specialized to represent physical areas, such as shading for a grassland, forest, radiation zone, etc.
- **Contour Region Tool**
  - Used to draw contour regions on landmasses and the canvas area. This tool is specialized to represent the elevation of an area.
- **Boundary Tool**
  - Used to draw boundaries on landmasses and the canvas area. This tool is specialized to represent non-physical boundaries such as political borders.

Note: unlike other items, boundaries are selected only by clicking on their outline.

- **Water Tool**
  - Used to draw bodies of water, such as lakes and inland seas, on landmasses and the canvas area. Water drawn overlapping a river will become visually merged with the river, but each will remain independent Items.
- **River Tool**
  - Used to draw rivers on landmasses and the canvas area. Rivers drawn overlapping a body of water will become visually merged with the body of water, but each will remain independent Items.
- **Road Tool**
  - Used to draw roads and pathways on landmasses and the canvas area.
- **Travel Route Tool**
  - Used to draw travel routes, such as caravans and sea routes. It's a simplified version of the road tool.
- **Railroad Tool**
  - Used to draw railroads. Styles are predefined to match common cartographic representations of railroads.

## • **Dungeon Tools**

Dungeon Tools are specialized for creating maps of buildings and their surrounding landscapes using the canvas as the building grounds.

- **Corridor Tool**
  - Used to draw corridors. Corridors can have multiple branches of different sizes. Corridors are surrounded by walls.
- **Closed Area Tool**
  - Used to draw interiors of areas surrounded by walls such as buildings, large rooms, fort perimeters etc.
- **Cave Tool**
  - Used to draw caves. It has similar options to the landmass tool.
- **Pool Tool**
  - Used to draw pools, which are filled in with an edge/border.
- **Structure Tool**
  - Used to draw generic structural features. This tool can be used for drawing overhead views of columns and other structural supports as well as sections of flooring, gratings, etc.



- **Wall Tool**
  - Used to draw standalone walls. Walls can have multiple branches of different sizes. This can be used to internally divide closed areas or for doing outside walls.
- **Stairs Tool**
  - Used to create multi-segment or spiral staircases.
- **Opening Tool**
  - Used to place doors or windows into walls, including closed area walls and corridor walls.
- **Zone Tool**
  - Used to draw “zones.” The purpose of the zones is to created color coded areas. They are similar to the overland regions except they may be used within closed areas, corridors and caves.
- **Path Tool**
  - Used to draw walking paths or roads. The path tool is specialized to drawing “closer” views of paths and roads as opposed to the cartographic representation of the road tool.
- **Stream Tool**
  - Used to draw streams and rivers. The stream tool is specialized to drawing “closer” views of streams and rivers as opposed to the cartographic representation of the river tool.

- **City Tools**

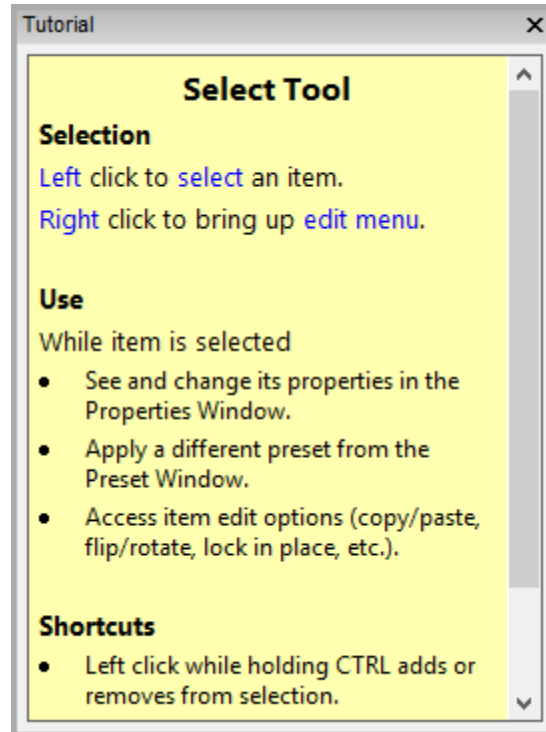
City Tools are specialized for creating maps of cities and their outskirts.

- **Plot Tool**
  - Used to draw plots of land. It can be used to define areas such as city blocks or farmland.
- **Building Tool**
  - Used to draw roof top view of buildings such as houses. This tool includes a variety of roof design settings.
- **City Wall Tool**
  - Used to draw large walls that would enclose a city, castle, fort etc. and includes roofed walls. This tool can have towers added to it with the tower tool.
- **Tower Tool**
  - Used to draw towers onto city walls. This tool includes roof settings.
- **Bridge Tool**
  - Used to draw large bridges and docks.

## ***4.7 Tool Options Bar***

Many of the tools have settings that appear in an options bar across the top of the Workspace when a tool is selected. For more details on tool options, please refer to that tools section in this document.

## 4.8 Tutorial Mode



- Tutorial mode can be turned on or off from the Settings menu.
- The tutorial window shows the name of the tool currently selected and its uses.

## 4.9 Status Bar

This is the bar at the bottom of the Workspace and shows various information. From left to right these are:

- Current zoom percentage
- X/Y coordinates of the cursor position
- Angle of the current path being drawn
- Length of straight line from previous point to current cursor position, in both pixels and world units

## 5 Adding Items

Adding items can be done with the feature, label, link, shape or line tools or any of the drawing tools. The drawing tools are used to draw two types of items, closed path and open path.

### 5.1 Path Tools

#### 5.1.1 Path Types

The closed path items are those like the landmass or water items, which start and end at the same point. Open path items, such as roads and travel routes, can end anywhere.

## 5.1.2 Using

- To use a drawing tool, select the tool and left click on the map to add the first point. If that first point is inside a 'parent' item, then it will become that item's child.
- There are four items that can become parents: landmasses, corridors, closed areas and caves. Any children of a parent item will be moved when the parent item is. A landmass can be a parent to any item, including corridors, closed areas and caves, and can only be placed directly on the canvas. Corridors, closed areas and caves can be parents of any of the other dungeon items (structures, pools, zones, etc.).
- Left clicking after the first point is placed will add segments to the item being drawn. A right click will finish drawing any item. For closed path items, you can also left click on the starting point to finish drawing.

## 5.1.3 Drawing Modes

Closed path tools have three drawing modes: New, Add and Subtract.



- **New:** used to create a new item
- **Add:** used to add to an existing item
- **Subtract:** used to “carve” away from an existing item

Landmasses have a fourth draw mode: Fill. This will fill a designated area with randomly generated landmasses.

## 5.1.4 Pens

Drawing Tools have pen options that are common to all the drawing tools.

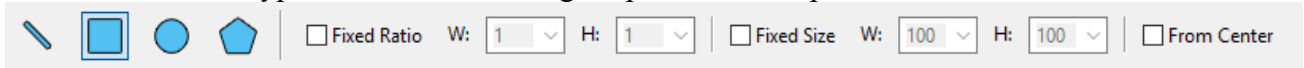


- **Fractal Pen**
  - Fractal Pen has additional settings for controlling the look of the fractals.
    - Factor: The level of “fractalization” between the last point and the preview point.
    - Tension: The fractal points can be drawn by joining lines or curves at different curvature (tension) levels. A tension of “0” will join the fractals with lines. A tension of “100” will join the fractals with a maximum curvature.
    - Amplitude – Right now this setting only applies to the case when relative amplitude is turned off. This sets the maximum amplitude of the fractal segment joining the last point and the preview point.
    - Auto: When turned on, the maximum amplitude of the fractal segment is given by the distance between its beginning and end points. When turned off, the amplitude is given by the “Amplitude” value.
- **Bézier Curve**
- **Bézier Fractal**

- This Pen draws fractals along a Bézier Curve path. It has settings just like the Fractal Pen.
- **Line**
- **Freehand**

### 5.1.5 Shapes

Several item types can be drawn using shapes instead of pens.



- **Shape Types**
  - Rectangle
  - Ellipse
  - Polygon
- **Shape Options**
  - Fixed Ratio
  - Fixed Size
  - From Center

### 5.1.6 Drawing Options

- **Auto Segment**

When the Auto Segment option is selected the fractal tools create equal length segments between “clicks” so that the amplitude is not relative to the distance between them.

- **Following**

- Many of the path tools have a “follow” feature which can be toggled on or off through a check box in the Tool Settings. When on, the segments of the item current being drawn can follow along the paths of other drawn items.
- To use the follow setting, place your point over the path of an existing item you want to follow. Hover your next point over the same path. You should be able to see the preview path “Following” the other path.

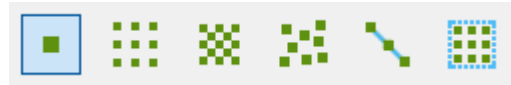
- **Snap to Edge**

When Snap to Edge is enabled the pen tools will snap to a point past the edge of the canvas when near the edges. This is useful when creating landmasses and other items that continue past the edge of the map.

## 5.2 Feature Tool

The feature tool has six different placement modes: single, tile, brick, scatter, along path and fill path.

## 5.2.1 Modes



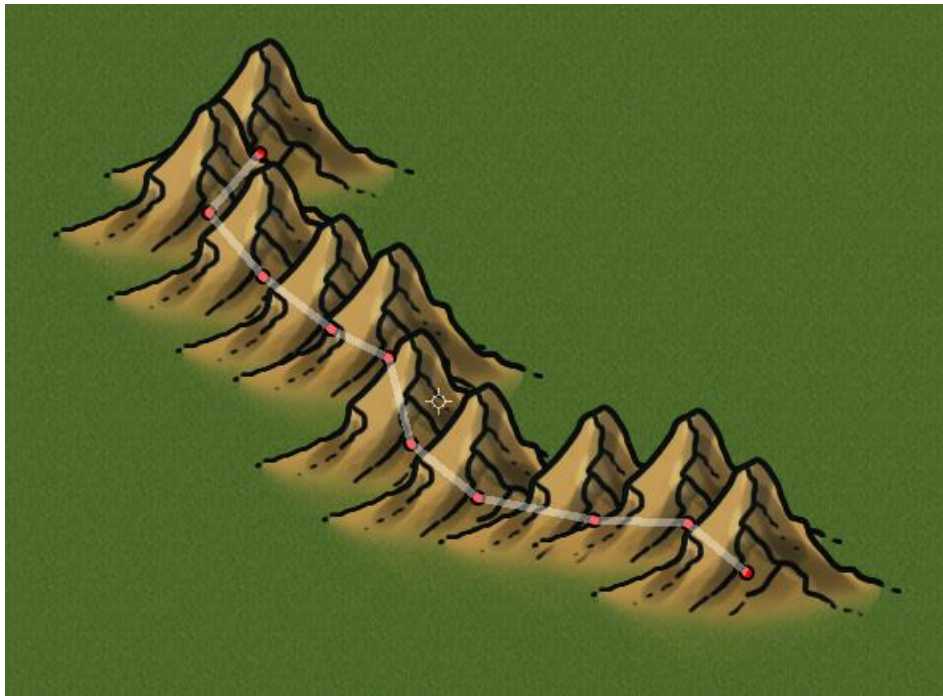
**Single** mode simply allows you to place a feature by **left click** on the map or **left click and drag** to place a line of features. You can choose a feature and set the properties for that feature from the properties window.

**Tile** mode will place multiple individual features when you **left click and drag** in a **tiled** layout.

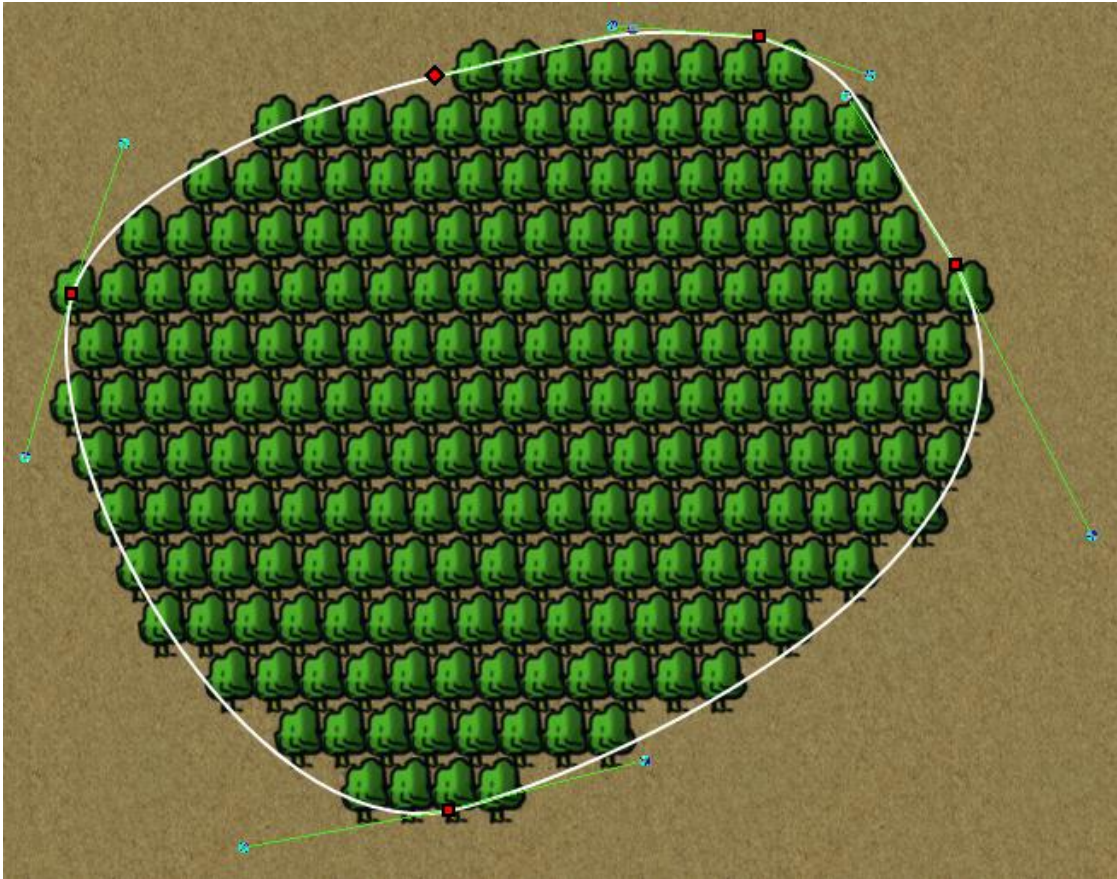
**Brick** mode will place multiple individual features when you **left click and drag** in a **bricked** layout.

**Scatter** mode will place multiple individual features when you **left click and drag** in a random or scattered pattern. This mode can easily be combined with Feature Lists (covered in the next section) to “brush” items such as vegetation.

**Along path** lets you draw an open path, with a feature being placed at each click point.



**Fill path** lets you draw a closed path and fills the inside of that path with an image(s).



The paths are not shown unless the feature is selected, so it will look like there are multiple features when there's only one.

### 5.2.2 Placement

When placing individual features (single, tile, brick and scatter modes), placement lets you set the z-order (layer order) of each new feature place. In **Automatic Mode** the application will automatically place the new feature based on the position of the existing ones

### 5.2.3 Spacing

When in Single, Tile, Brick or Scatter mode, spacing lets you set the proximity of new features as you drag the mouse across the map. The percent setting is based on the width and height of the feature. For the Scatter mode, you can also choose how many features are placed at a time as you drag.

### 5.2.4 Jitter

This allows you to add some randomness size and rotation to the features (single, tile, brick and scatter modes).

### 5.2.5 Cycle List

When in Single, Tile, Brick or Scatter mode, Cycle lets you automatically cycle through features from

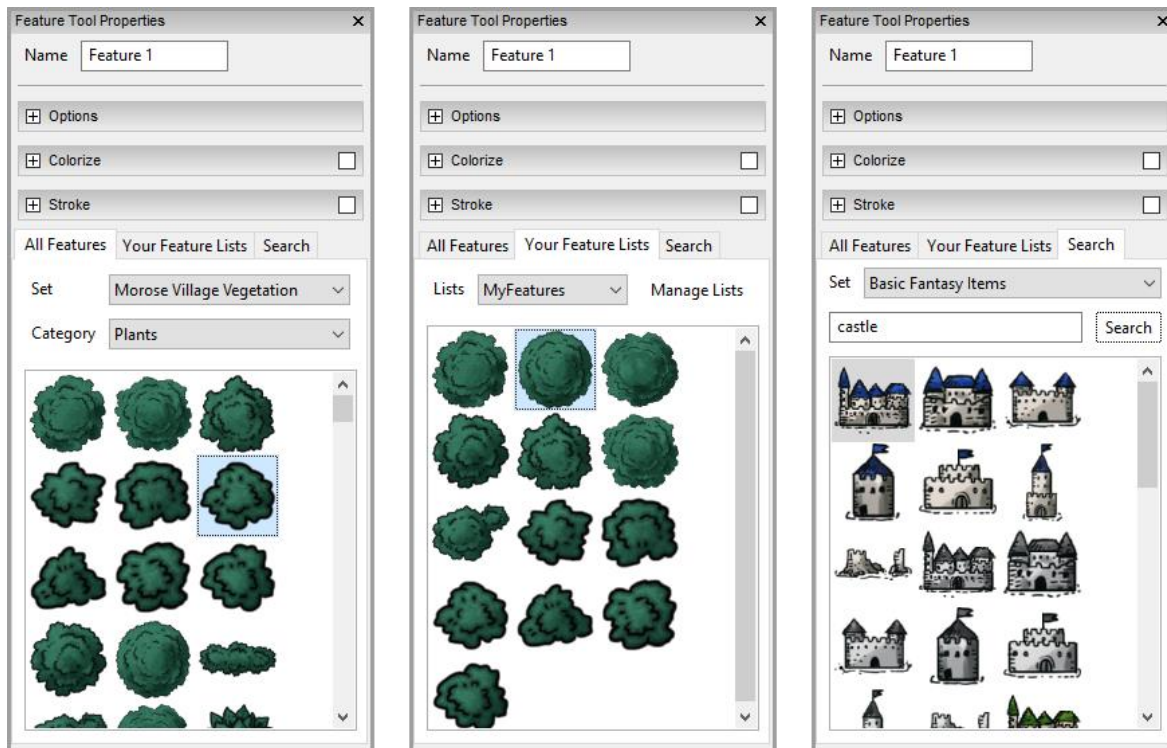


the list selected in the properties window. If the properties window is set to a category, then feature will cycle through the current category.

**Random** picks a feature from the list randomly while **In Order** cycles through them sequentially.

## 5.2.6 Feature Images

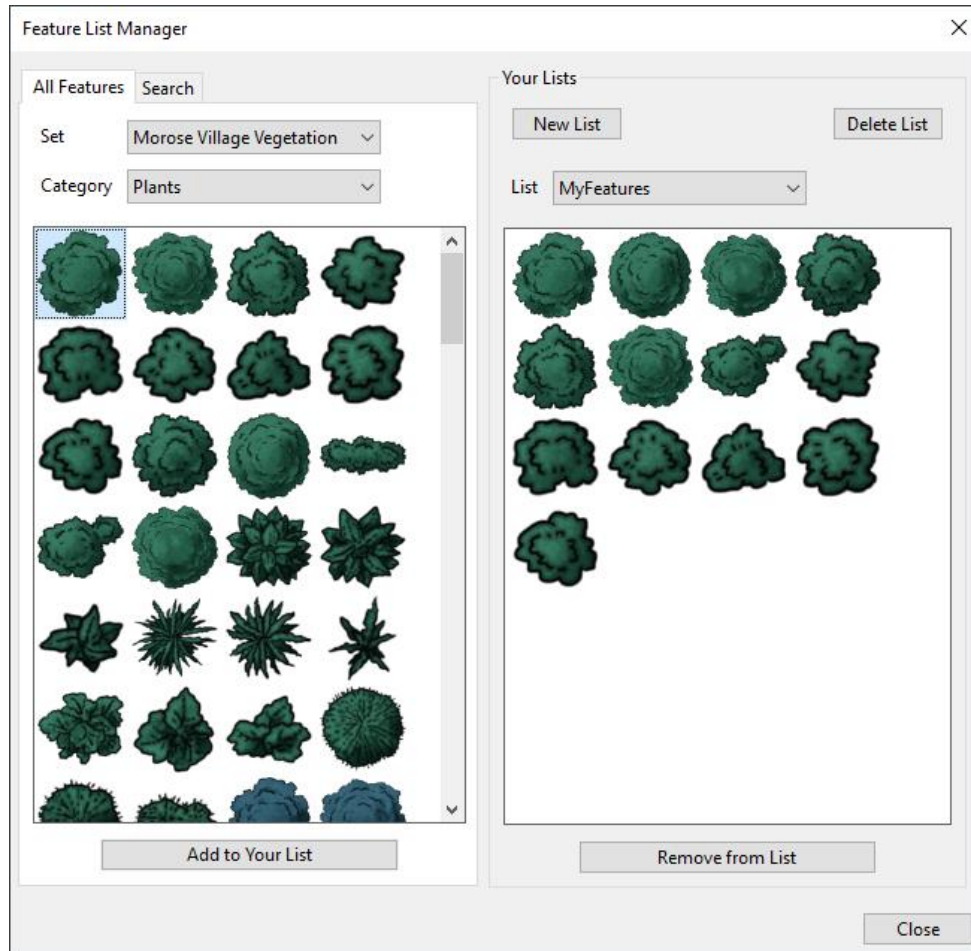
There are 3 tabs in the Feature Property Panel for choosing the images for features: All Features, Your Feature Lists and Search.



- **All Features**
  - This lets you select from all the images in the program, which are organized into categories and categories are grouped into art sets.
- **Your Feature Lists**
  - This tab lets you open the Feature List Manager, which lets you create custom lists of images, and select lists to use.
- **Search**
  - This lets you search an art set for images which contain the entered word in their file name.

### 5.2.6.1 *Manage Feature Lists*

Under the Your Feature Lists tab in the Feature Properties Panel is the Manage Lists button. This opens a window that lets you create new lists of features, delete lists and add or remove features from existing lists.



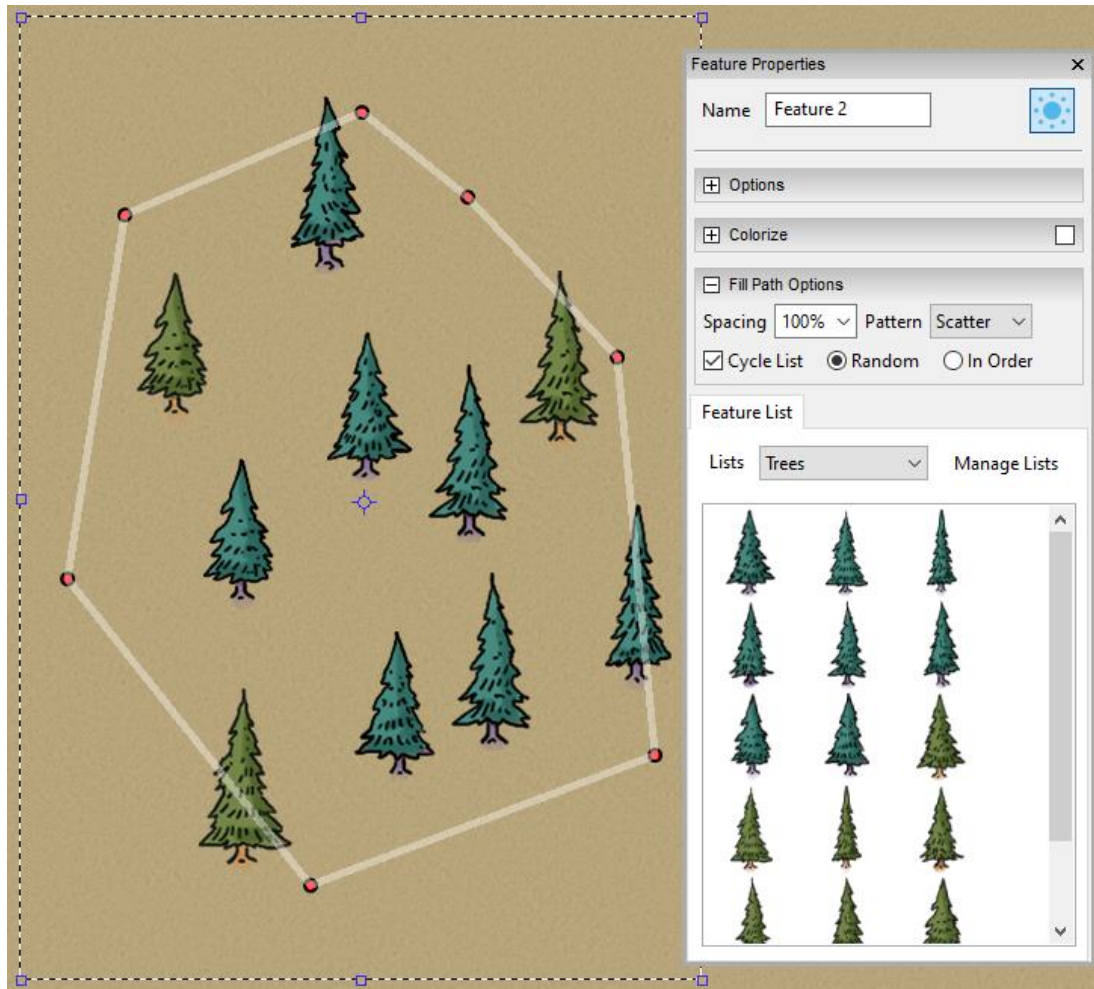
### 5.2.6.2 *Feature Colorize*

This lets you put a color overlay on a feature.

- There are several different colorize modes:
  - Multiply
  - Additive
  - Alpha



### 5.2.6.3 Fill Feature Cycle



When in Fill Path draw mode or when selecting a fill feature, the property panel will display extra options specialize for those types of features.

- Spacing
  - Changes the space between features based on percentage of each image's size
- Pattern
  - Changes the layout the features are placed in: Tile, Brick or Scatter
- Cycle List
  - Will use all features in the custom list to populate the fill feature instead of a single feature
  - Allows you to choose if the different features are placed in random order or in list order
  - Checking this will show the custom feature list used to populate the fill feature
- Lists
  - Lets you choose an existing feature list to cycle through

- Manage Lists
  - This button will open a window that will let you manage your existing feature lists and make new lists

### **5.3 Label Tool**

The label tool allows you to add text labels to your map.

- Labels have two settings, Point and Path.
  - **Point:** With the point setting selected, a cursor will appear at a clicked point on the map for text to be entered.
  - **Path:** With the path setting selected, a path must be drawn by left clicking to add points and right clicking to finish the path. When the path is finished a cursor will appear at the start of the path. Text entered will follow the path.

### **5.4 Link Tool**

The link tool will allow you to place a link with a left click and then bring up a file explorer window so you can choose what file the link will open when double-clicked.

### **5.5 Light Source Tool**

The light source tool will allow you to place a point of light with a left click. There are some items that can be set to block light in their property panels. This will cause any light to stop when it hits that item. Items that can be set to block light are features, corridors, closed areas, walls, openings, buildings and city walls.

### **5.6 Windrose Tool**

The windrose tool allows you to place a windrose/rhumblin network with a left click. These networks were used as a navigational aid on older nautical maps and can give your map a more real-world, historical look.

### **5.7 Opening Tool**

The opening tool allows you to place a hole or rectangle shape to represent a door or window. These can only be placed on walls, either free standing walls or walls around corridors or closed areas, with a single left click.

### **5.8 Stairs Tool**

The stairs tool allows you to place overhead views of stairs. There are 3 different styles available.

- **Segment:** This mode lets you place points to create long, linear stairs with the option for landings at each point.
- **Spiral:** In this mode you click a center point and drag out to the radius you want the

spiral to reach, then click to set the beginning and end of the stair.

- **Platform:** This mode allows you to create circular stairs up to a central platform. Click a center point and drag out to the radius you want the stairs to reach, then click to set the 2 ends of the stair.

## 5.9 Buildings Tool



*Building Shape Options*

The building tool allows you to place a shape on the map to represent an overhead view of a building. You can choose the style of building on the toolbar and click-and-drag to place it or select a fixed size and left click to place.

## 5.10 Towers Tool

The tower tool allows you to place a walled shape to represent an overhead view of a tower. These can only be placed on city walls with a single left click.

# 6 Modifying Items

## 6.1 Edit Menu

The edit menu allows access to basic options for modifying items. Access the edit menu by selecting an item or a group of items and selecting the “Edit” menu or right clicking on the selection.

The edit menu allows these basic operations:

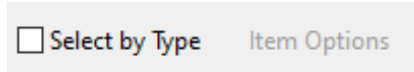
- Flip and Rotate
  - Allows flipping of an item vertically or horizontally as well as rotating an item clockwise or counterclockwise.
- Align
  - When multiple items are selected, it allows multiple alignment options of their centers and edges. **Note** that all alignment is performed to the item that was selected first.
- Center
  - Allows centering an item or group of items respect to their parent. For landmasses and items placed directly on the canvas, this centers the item vertically or horizontally on the canvas.
  - For items placed inside of “parents” centering will center the item inside the parent.
  - **Note** that centering is performed based on the item's centroid.
- Layer Order

Allows you to change the Z order of the layers within their item type group

- Move Forward
  - Brings the item forward by one in the Z order
- Move Backward
  - Sends the item backward by one in the Z order

- Send to Front
  - Brings the item to the very top of the Z order
- Send to Back
  - Sends the item to the very bottom of the Z order
- Group/Ungroup
  - Allows selected Items to be linked together. When one item is selected or moved, all the other members of that group will be as well. While grouped, items cannot be selected individually.
- Colligate/Uncolligate features
  - Allows a selected group of features to be “colligated” into a single layer while maintaining the feature properties and relative placement. Selecting uncolligate will split a single layer feature back into its individual components.
- Lock in Place
  - Locks an item into place so that it cannot be modified by the transform tool.
- Lock Properties
  - Locks the properties of an item so they cannot be changed.
- Delete
  - Deletes the item(s) selected
- Delete Segment
  - If the segment of an open path item is selected, this option is enabled and allows deleting just the selected segment.

## 6.2 Selection Tools



For all selection tools, you can choose to select specific item types. You can turn on that option in the toolbar and click the Item Options button to select which item types can be selected.

### 6.2.1 Selection Tool

Allows you to select an item without moving or rotating it.

### 6.2.2 Box Selection Tool

The box select lets you click and drag, selecting all the items inside the box.

### 6.2.3 Transform Tool

The transform tool allows moving, rotating or scaling an item or group of items selected.

- Move: to move an item or group of items selected, click anywhere in the item the move cursor appears, hold and drag.
- Scale: to scale an item or group of items, click and drag the scaling handles (squares) at the corners and sides of the item or group. To lock the proportions, hold “SHIFT” while

dragging the handles

- Rotate: to rotate an item or group of items click and drag the rotate handle.



### 6.3 Copy/Paste Properties

You can assign one item properties to another of the same type by first selecting an item and choosing “Copy Properties” from the “Edit” menu. Then select an item or group of items and choosing “Paste Properties” from the “Edit” Menu.

Additionally, you can apply a selected item’s properties to the tool properties for that item type's tool. To do so select “Set Tool Properties” from the “Edit” menu of the selected item.

- Compatible item types:
  - Corridor = Closed Area = Wall (Wall Properties)
  - Corridor = Closed Area = Structure (Floor Properties)
  - Water = River
  - Pool = Stream
  - Water = Pool
  - Region = Zone
  - Shape = Structure
  - Line = Travel Route = Road
  - City Wall = Wall Tower
  - Caves = Zones
  - Landmass = Closed Area = Corridor = Cave = Region = Zone = Canvas (color and texture)

### 6.4 Partition Tool

The partition tool allows partitioning of a path-based map item (i.e. landmass, bodies of water, etc.) by drawing across it. This can be useful when first starting a world map, to create different continents for a continental drift effect. It's also useful to break away peninsulas into islands and to edit complex shapes for map objects.

- Using the Partition Tool for closed path items (landmass, region, etc.)
  - Use the toolbar at the top of the screen to choose the pen type used for drawing the partition line.
  - Left click on the outline of the item to be divided to start drawing the partition.
  - Left click to add segments to the partition path
  - Left click on the outline again to finish dividing the item.
- Using the Partition Tool for open path item (i.e. river, road)
  - Left click the point in the path where you want the split to occur.

### 6.5 Edit Shape Tool

Other World Mapper's 2D engine allows editing a shape from control points and also full path

editing, including Bezier curves by their center and control points.

### 6.5.1 Modes



Used to select point type for editing to either Shape Control Points or Path Points on a Drawn Item path.

- **Full Path Editing** points are all the points needed to describe the shape and are generated as the item is drawn.
- **Shape Control Editing** control points are the points “clicked” to create a drawn item and can be moved to change the overall shape of the item. Control points form **segments**.
- **Branch Points** are points that connect to separate branches of open path items

### 6.5.2 Using the Tool

To edit a path-based item, left click on the item with the Edit Points tool selected

### 6.5.3 Full Path Editing

- **Select Mode** – Allows selection of an item
- **Move Points Mode** – Used to move already existing points on a drawn item path.
- **Add Point Mode** – Used to add points to a drawn item path.
- **Delete Point Mode** – Used to delete points from a drawn item path. There are some restrictions when removing points.
  - “Nexus” points (those connecting open path branches, such as rivers), cannot be removed (an option will be added later to delete segments).
  - Points cannot be deleting once a minimum number of points is reached.
- **Make Line** – Used to turn a Bézier curve into a line.
- **Make Curve** – Used to turn a line into a Bézier curve.
- **Link Bézier** – This feature allows you to link or un-link the sides of a Bézier point for more control when editing the points of a Bézier curve.
- **Show all Bézier Control Points** – Toggle to show all Bézier control points or just the ones from the node selected.

### 6.5.4 Shape Control Editing

- **Select Mode** – Allows selection of an item
- **Move Points Mode** – Used to select and move already existing shape control points and select segments.
- **Add Point Mode** – Used to add shape control points to a drawn item path.
- **Delete Point Mode** – Used to delete shape control points from a drawn item path. There are some restrictions when removing points.
- **Fractal regeneration**
  - For items that allow fractal segments this tool can be used to select one segment or the

entire item to “re-generate” the fractals.

The Tool Options window allows choosing the fractal settings.

Once a segment is selected you can use the buttons in the Tool Options windows to:

- **New Random Fractal:** re-generate the segment with a new random fractal based on the fractal settings selected.
- **Nested Fractal:** increase the fractal level of the existing shape by inserting new fractal segments between each of the segment points.
- **Remove Fractal:** Remove fractal from segment and make it into a line

### 6.5.5 Branch Editing

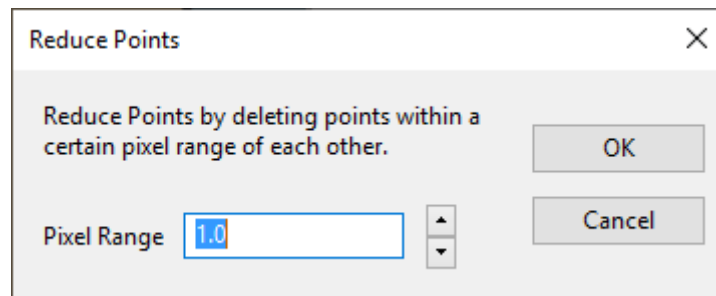
- **Select Mode** – Allows selection of an item
- **Create Branch** – Used to split a branch into two branches. This allows for separate control of branch's width.
- **Join Branches** – Used to join two continuous branches (not a nexus). This makes their width control one again.
- **Delete Branch** – Used to delete an entire branch.

## 6.6 Reduce Points

When working with fractal shapes, if segments are added very close to each other or using high fractal factors, it's possible to create shapes with points very close to each other that don't contribute to the shape but increase the complexity of the shape.

By default, the “Auto Reduce Points” mode is enabled from the “Tools” menu. You can also use the “Reduce Points...” command from the “Tools” menu after selecting path based items.

The reduce points tool requires a pixel range. Valid range is from 0.1 pixels to 8 pixels.



After completing the action, the tool will state if it was possible to reduce the point count based on the pixel range and, if it is, what the initial and final point counts are.

## 6.7 Path Boolean Operations

For items based on closed paths, Other World Mapper supports vector path operations to create more custom shapes. Items can be combined using union, intersection and difference operations.

It's important to note that Other World Mapper keeps the original nature of sections that make it to the new item path, so for instance Bezier curves that are part of the combined path remain as Bezier curves (they are not turned into line segments).

To merge the shapes in this way, select two items of the same type, access the “Merge” option in the “Edit” menu to choose the type of Boolean operation.

## 6.8 Selecting Subpaths

Items may contain multiple subpaths. For instance, each branch of a river is a different subpath and two separate landmasses may be merged to create a single landmass with two separate shapes.

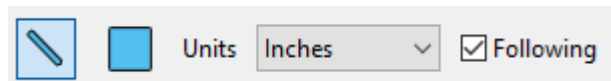
For these cases, clicking on an item once will select the entire item. Clicking on the item a second time over a subpath will select that subpath.

Once a subpath is selected, it may be deleted using the “edit” menu. In the case of open path items (i.e. rivers and roads) the size of the individual subpath may be selected from the properties window.

## 7 Measuring Tool



The measure tool can be used with straight segments but also be made to follow existing items. For instance, this allows measuring the length of a road or river segment.



### Modes



- **Draw Mode** allows you to draw straight lines or follow existing item paths
- **Select Mode** allows you to select items to measure the length of their entire path, and the area of closed paths (i.e. landmass).
  - If the item is made of branching paths (such as a river or road) then the length of each branch will be displayed separately.
  - In the case of complex closed path items, the length of the outline will be shown for all paths, while the area will be shown subtracting any empty spaces.

## Units

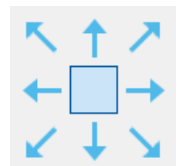
- Allows you to change what units the length of the path is shown in:
  - Pixels
  - Inches
  - Centimeters
  - Millimeters
  - World Units (these are set in the Map → Setup)

## Following

- Toggles on and off whether you can follow the path of existing items

# 8 Changing Map Setup

- Map Name
  - Map Name simply displays the file name for the map. This field will be blank until the file is saved for the first time.
- Map Size
  - Specifies the map size options for the map
    - Preset Sizes: allows selection of a standard preset (i.e. Letter, A4, etc.).
    - Change Width and Height: Select the width and height of the map. Use the pull down to choose the units used to specify the size.
    - Orientation: Changes the orientation of the map between landscape and portrait.
    - Resolution: Selects the default print and export resolution for the map
    - Lock Proportions: Use the check box to lock the width and height values.
  - When resizing the map, use the arrows to select where the additional size is added to or removed from.
- Map Scale
  - Specifies the map scale. This is used for the measure tool and will be used in future functionality. It allows to set the conversion between any unit (including “imaginary” that you type in) and map pixels, inches, centimeters or millimeters.
- Initial Map Settings

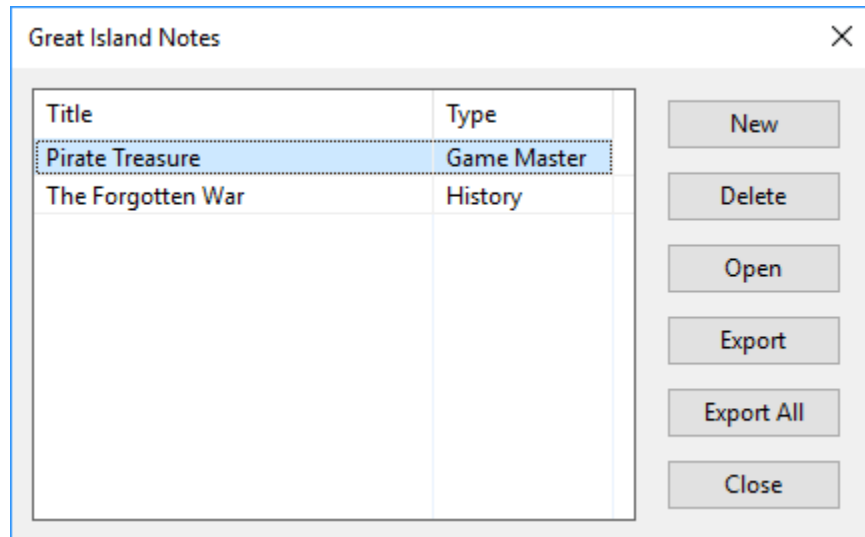


- Map Theme
  - The Map Theme sets the defaults for all the map properties and tool properties to a preset theme.
  - These are only default properties and all of them can be customized from the specific properties for the item.
  - If the map theme is changed, upon closing the setup dialog, another dialog will be opened asking if the new theme should be applied to existing items. If yes is selected, the first preset of that theme will be applied to the corresponding existing items. If no, then the presets will only be applied to the tool properties.

## 9 Item Notes

Item notes allows you to add notes to a selected item for world building, story reference or game master notes.

Select an item and “Item Notes” from the “Edit” menu to access the notes window

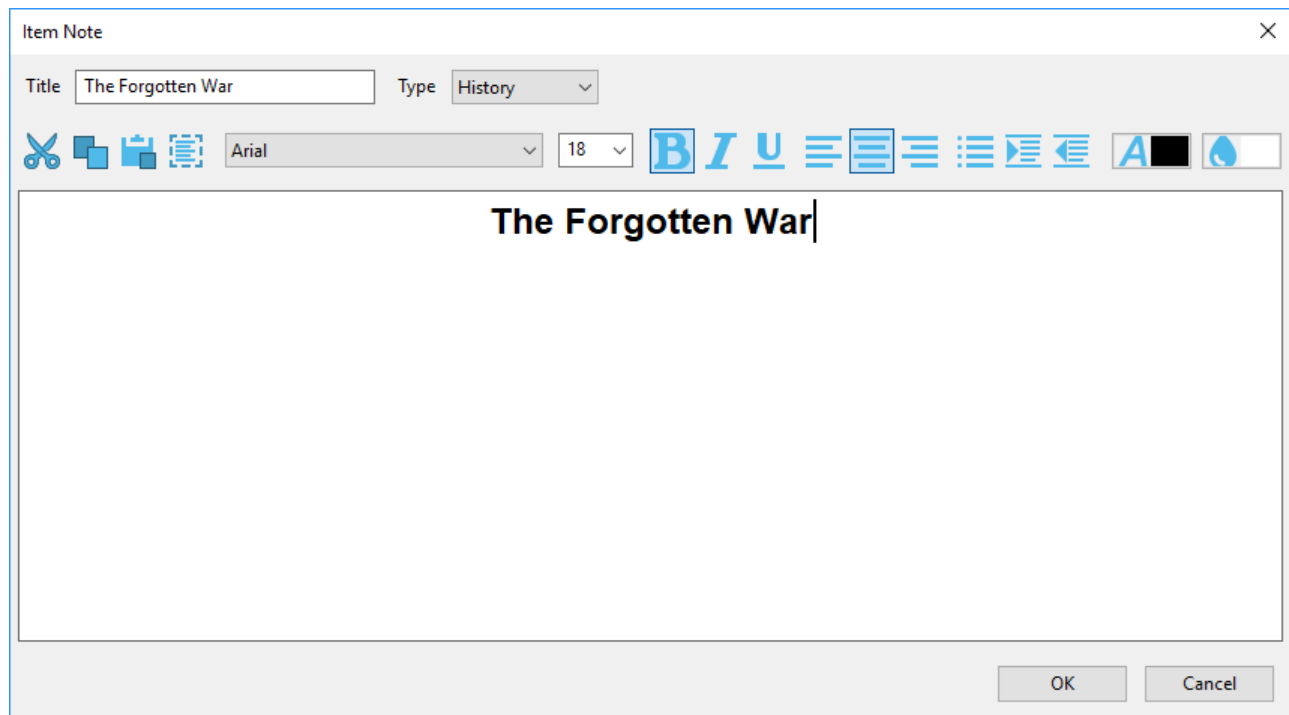


- List
  - Shows the title and type of each note in the order they were created
  - Types:
    - Location
    - Game Master
    - History
    - Story
- New
  - Opens a blank note window and adds the new note to the bottom of the list if you save it
- Delete
  - Deletes the selected note
- Open
  - Opens the selected note so you can edit it
- Export
  - Lets you export the note as a .html file

- Export All
  - Let's you export all the notes of the item to a single .html file

#### Notes Edit Window

- This window is opened by the new or open buttons. It allows you to change the title, type and text of a note.
- This includes a simple text editor where you can change font and paragraph settings as well as perform edit functionality such as copy/paste and selection.



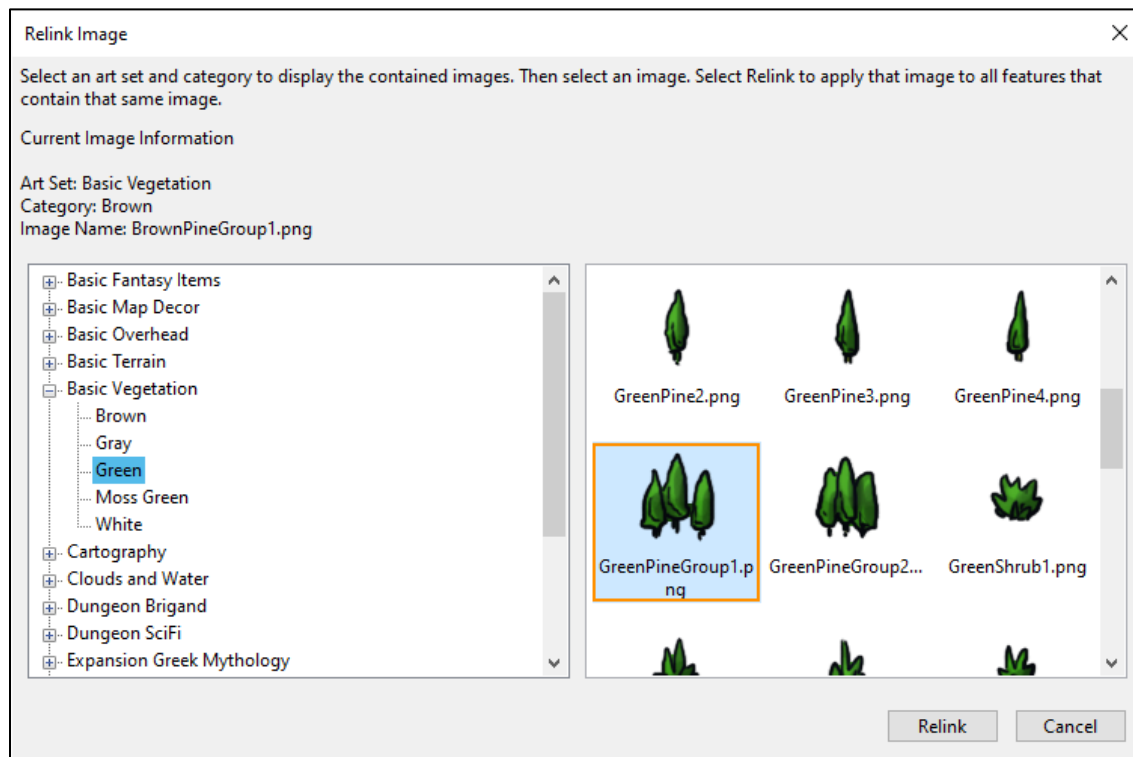
- You can export all notes, for every item on a map, by going to File→Export→Location Notes. This will export all to a single .html file.

## 10 Relink Image

This option allows you to replace the image in all features the use it. This is helpful if you have a lot of features that all use the same image and you want to change all of them (either because the image is broken or it's not what you want anymore).

This will **not** overwrite the image file in the program. It only changes what image is selected for each feature that is currently using that image.

Select a feature with the image you want to replace and go to Edit→Relink Image... or right click and select Relink Image... from the context menu. This will bring up the relink window.



The current image information is displayed at the top; what art set and category the image is in as well as the file name.

Select an art set, category and image and then click Relink to replace the current image with the new one.

**Warning:** This will replace the current image for all features with that image for the **entire map!**

## 11 Program Shortcuts

Other World Mapper currently supports the following shortcuts. Additional keyboard shortcuts will be added with next releases.

Area	Shortcut	Action
Basic File and Edit	CTRL + Z	Undo last action
	CTRL + Y	Redo action
	CTRL + C	Copy selection
	CTRL + V	Paste
	CTRL + X	Cut selection

		CTRL + A	Select all
		CTRL + D	Deselect all
		CTRL + “+”	Zoom in
		CTRL + “-”	Zoom out
		CTRL + N	New map
		CTRL + O	Open map
		CTRL + P	Print map
		CTRL + S	Save Map
		CTRL + SHIFT + C	Copy Properties
		CTRL + SHIFT + V	Paste Properties
		CTRL + T	Set Tool Properties from selected item
		CTRL + 2	Lock Position
		CTRL + 3	Lock Properties
Navigation		Mouse Wheel	Vertical scroll
		CTRL + SHIFT + Mouse Wheel	Horizontal scroll
		CTRL + Arrows	Vertical & Horizontal scroll
		Space (hold)	Tool switches to pan tool while space held, returns to previous tool when released.
		Middle Mouse Button	Switch between current tool and pan tool
		CTRL + 0	Fits map zoom to screen
		CTRL + 1	Shows map in actual pixel size
Advance Edit		CTRL + F	Bring item forward in z-order
		CTRL + SHIFT + F	Bring item to the front of z-order
		CTRL + B	Send item backward in z-order
		CTRL + SHIFT + B	Send item to the back of z-order
		CTRL + G	Toggle Grid
		Arrows (UP, DOWN, LEFT, RIGHT)	Moves selected item
		SHIFT + Arrows	Moves selected item by larger increments
		Hold SHIFT while scaling	Locks proportions while scaling
		Hold SHIFT while rotating	Rotation happens in multiples of 15 degrees.

	ALT + Mouse click	removes from selection
	CTRL + Mouse click	Adds or removes item from selection
	SHIFT + Mouse click (Color Palette)	Adds eyedropper color to Palette without leaving eyedropper mode
Shape Editing (path or shape control)	CTRL + Mouse Click	Adds a new point at the click location
	ALT + Mouse Click	Removes the point at the click location
	SHIFT + Mouse click and drag	Moves the point clicked and dragged
Tool Selection Shortcuts	V	Chooses Select Tool
	M	Chooses Marquee/rubber band select
	T	Chooses Transform tool
	H	Chooses Pan tool
	Z	Chooses Zoom tool
	P	Chooses Partition tool
	E	Chooses measure tool
	O	Chooses Edit Points tool
	F	Chooses Feature tool
	L	Label/Text tool
	K	Link tool
	N	Line tool
	B	Shape tool
	I	Light Source tool
	R	Windrose/Rhumbline tool
Drawing Shortcuts	Shift	Snap line or Bezier segments to 45° increments.
	W	While drawing an item using a fractal pen, it re-generates (“re-rolls”) the fractal segment.
	SHIFT + Mouse wheel forward scroll	
	S	While drawing an item using a fractal pen, it returns to a previous generated fractal.
	SHIFT + Mouse wheel back scroll	
	SHIFT + Mouse wheel scroll	While on the feature drawing tool, changes the scale of the feature. While on the lighting tool, changes the radius of the light. While drawing any item using a shape pen with the fixed size on, you can

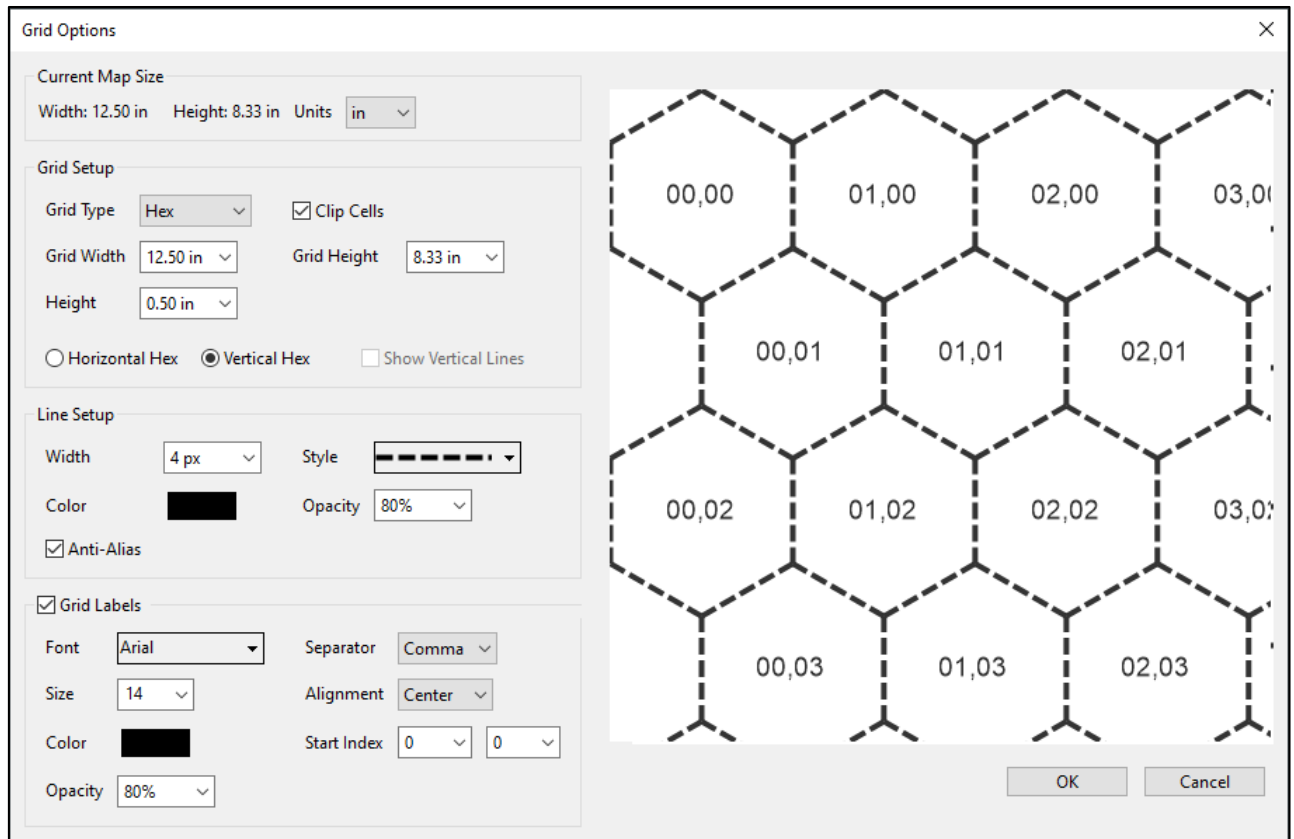
		change the size of the item.
	ALT + Mouse wheel scroll	While on the feature drawing tool, changes the rotation angle of the feature. While on the lighting tool, changes the angle of the light.
	CTRL + Mouse wheel scroll	Zoom in and out
	SHIFT while drawing	Disables snapping while SHIFT is held (if snapping enabled).
	ALT + Click	While drawing open path items creates a break (new branch) in the path.
	LEFT, RIGHT arrow	Change size/width of open path item while drawing. i.e. river, road width.
	UP, DOWN arrow	Change end width of river items
	A,D	While drawing, change the fractalization of the item
Label Editing	Home	Move cursor to start of line
	End	Move cursor to end of line
	Arrows (UP, DOWN, LEFT, RIGHT)	Move cursor
	CTRL + A	Select all

## 12 Grid Overlay



*Far Left: Grid Toggle*

- Grid
  - Grid lines may be toggled on and off either from the Map menu or the Map toolbar. Grids may be setup in the grid options window under the Map menu. Grid lines are part of the map and will be included with export and printing of maps.



- Grid Options Window
  - **Current Map Size** is displayed at the top of the window for reference and allows you to choose what units everything is shown in (pixels, inches, centimeters or millimeters).
  - **Grid Type** lets you choose the pattern produced by the grid. Choose between Rectangular, Hexagonal, Diamond, Isometric and Dot type grids.
  - **Clip Cells** sets whether the partial grid cells are cut off or drawn.
  - **Grid Size** lets you choose the horizontal and vertical grid size. The default values for the grid size are for the current map size.
  - **Horizontal and Vertical Spacing**, for Rectangle and Dot Grids, sets the distance between the lines independently.
  - **Height**, For Hexagonal, Diamond and Isometric Grids, sets the size of the inner shape
  - **Other Grid Options**
    - Hexagonal
      - When Hexagonal is selected for the Grid Type, the options for Vertical Hex and Horizontal Hex become available. These toggle the direction the hexagonal shape runs in the grid.
    - Isometric
      - When Isometric is selected for the Grid Type, the option for showing Vertical Lines in Isometric becomes available. This option does exactly what it says, it displays vertical lines running down the middle of each grid section.
  - **Line Setup** lets you setup the lines that make up the grid.
    - The width (dot size for Dot grids), style, color and opacity of the lines can be set.



- There are several styles available for grid lines: Solid, dashed, dotted and two other dash dot combination patterns. (Not available for Dot grids)
- Turn on/off anti-alias
- **Grid Labels**
  - Displays the grid coordinates (column and row) in each tile and has several font options.
    - Font
    - Size
    - Color
    - Opacity
    - Separator (Mark between column and row numbers)
      - Space
      - Comma
      - Hyphen
    - Alignment (Position of label in grid)
      - Top
      - Center
      - Bottom
    - Start Index (Starting numbers for columns and rows)
- **Grid Preview**
  - The Grid Options window includes a preview window so that you can see how each option will affect the grid. The grid preview window will show a white background when a dark color is selected for the grid lines and will show a black background when a light color is selected to ensure that you can see the grid in the preview.
- Snap Mode for Grids
  - There are three Snap modes: Snap Edge, Snap Center and No Snap
    - Snap modes can be set in the Snap Mode under the Map menu or from the Map toolbar.
    - When snap mode is set to Snap Edge, drawing tools will “snap” to the grid overlay.
    - When snap mode is set to Snap Center, drawing tools will “snap” to the center of each grid tile, any segments created will be a result of joining the center points of each grid in the path.

## 13 Projection Overlay and Transforms

### 13.1 Overlay

Other World Mapper has the ability to show projection overlays for several standard projections as well as the ability to convert between projections.

From the “Map” menu, select “Projection Options” to bring up the Projection Options dialog

Projection Options

×

Current Map Size

Width: 3750 px   Height: 2500 px

Projection Setup

Type

Winkel Tripel

Width

3650 px

Latitude

Top

90°

Bottom

-90°

Interval

15°

Longitude

Left

-180°

Right

180°

Interval

15°

Line Setup

Width

2 px

Style

Color

Opacity

80%

☒ Angle Label

Font

Arial

Size

14

Color

Opacity

80%

OK

Cancel

- **Current Map Size**

- Shows current map size for reference only.

- **Projection Setup**

Options for the projection

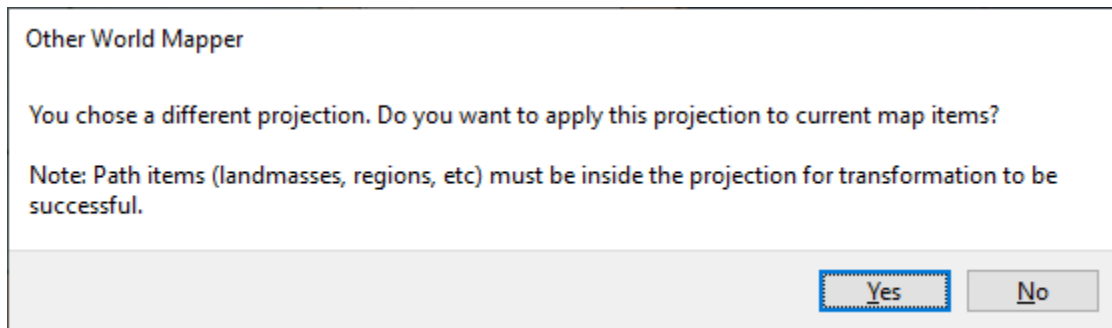
- **Type** chooses the projection type. Several projections are currently supported.
  - Equirectangular
  - Mercator - Cylindrical
  - Mercator - Transver
  - Robison
  - Winkel Tripel
  - Azimuthal Equidistant (North and South Pole)
- **Width** chooses the width of the projection. This can be used to set the projection overlay to smaller than the map size.
- **Latitude** allows selection of latitude range and interval. Note that this option is not enabled for all projection types.
- **Longitude** allows selection of longitude range and interval. Note that this option is not enabled for all projection types.
- **Line Setup** lets you set the look the lines drawn as part of the projections
  - Width
  - Style

- Color
- Opacity
- **Angle Label** enables or disables showing angle labels with latitude and longitude lines
  - Allows choosing font options for the angle labels
    - Font
    - Size
    - Color
    - Opacity

## 13.2 Projection Transforms

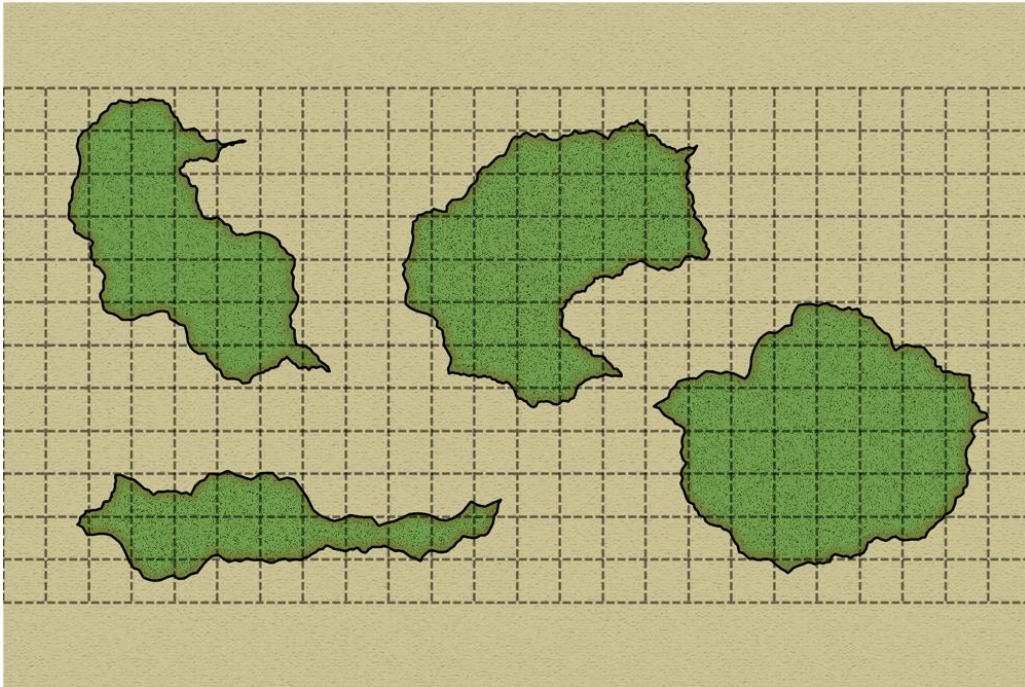
In addition to overlays, Other World Mapper can transform the map items from one projection to another.

When changing the “Projection Options” from the “Map” menu, you will be asked if you want to transform map items to the new projection as well as changing the overlay.

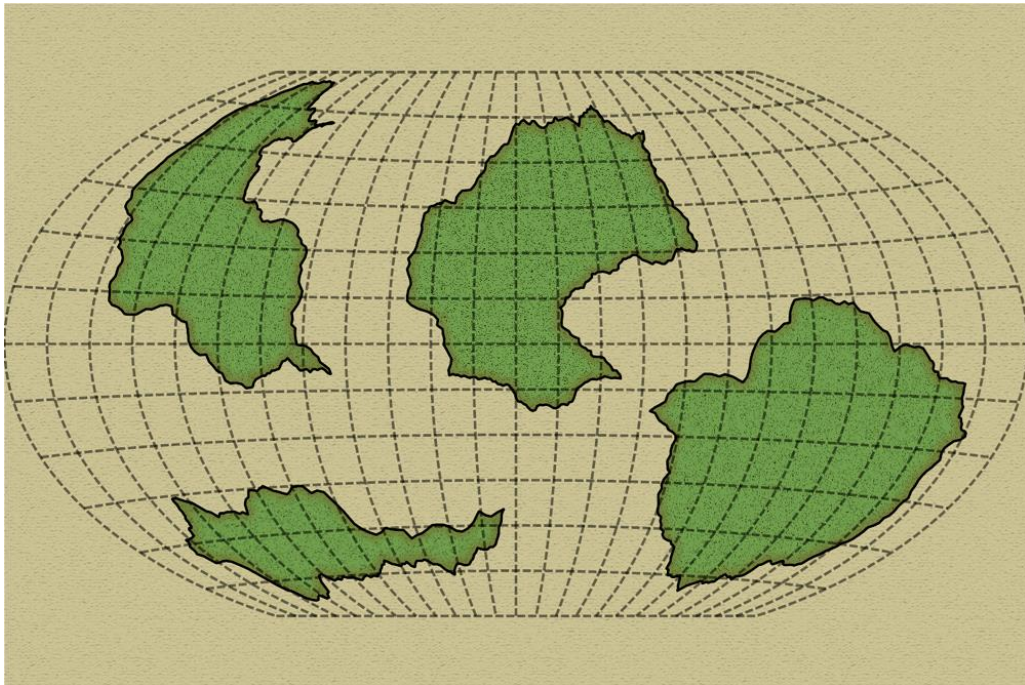


*Note: when changing between projections it's important that path items (landmasses, regions, etc.) are inside the bounds of the existing projection overlay. Otherwise transformation may fail.*

Original map using equirectangular projection:



Same map transformed to a Winkel Tripel projection:

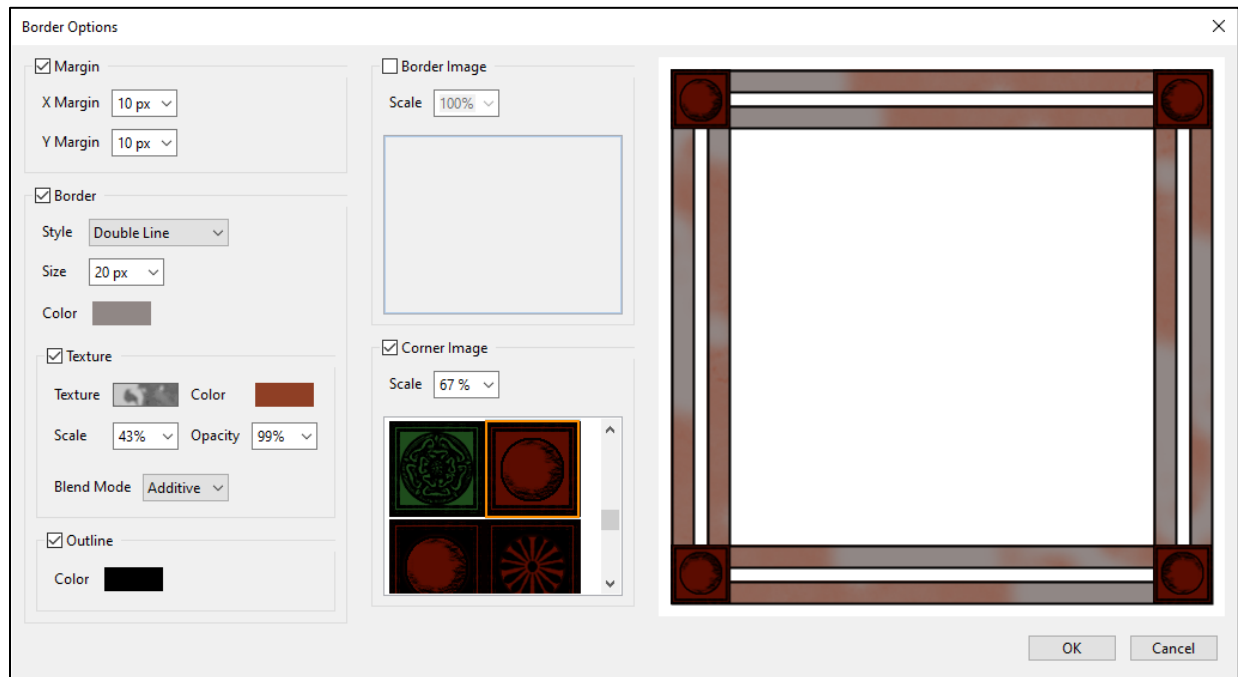


## 14 Borders

Borders may be toggled on and off either from the Map menu or the Map toolbar. Borders may

be setup in the Border Options window under the Map menu.

- **Border Options**



- **Margin** adds a space around the outside of the border
- **Border** adds program drawn lines around the edge of the map.
  - Style
    - Single Line
    - Double Line
    - Double Thin Line
    - Triple Thin Line
    - Dash
  - Size
  - Color
  - Texture
  - Outline
- **Border Image** adds a tiled image around the edge of the map.
  - Scale
  - Style
- **Corner Image** adds an image in each corner of the map.
  - Scale
  - Style
- The window will show a preview of the border

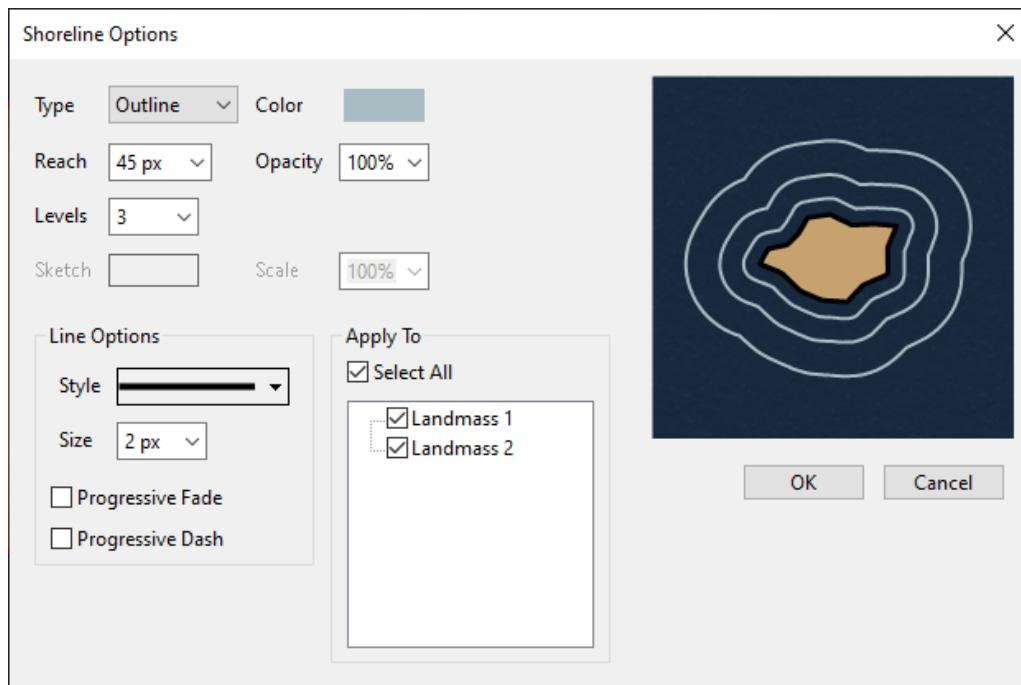
- Select “OK” to save changes or “Cancel” to exit without saving changes.
- If the border overlay was not already enabled, selecting OK will automatically enable the border overlay.

Use the Map menu to show or hide the borders overlay (“Show Borders”)

## 15 Shorelines

Shorelines may be toggled on or off either from the Map menu or the Map toolbar. Shorelines may be setup in the Shoreline Options window under the Map menu.

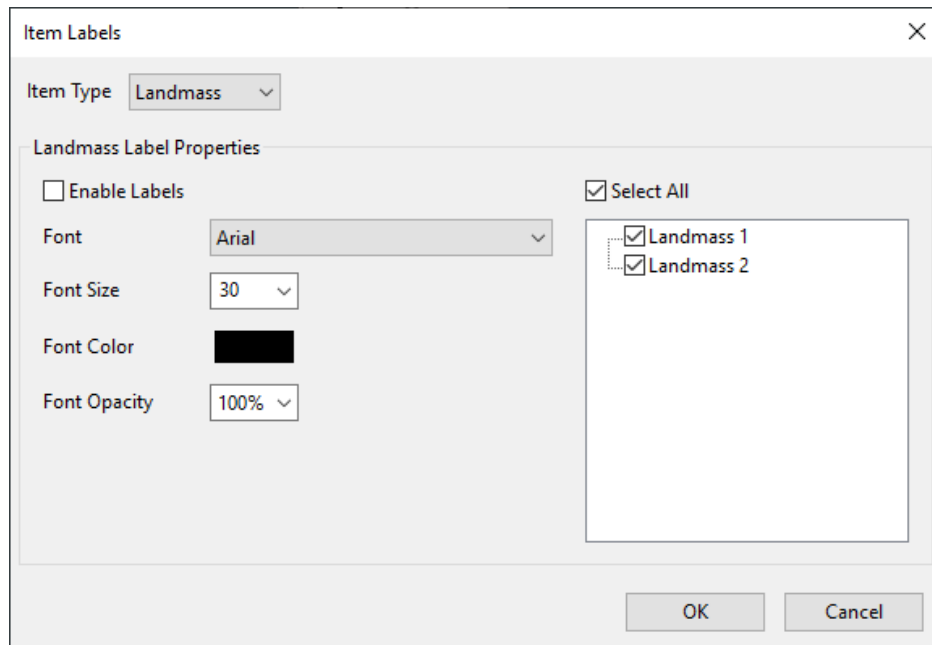
- Shoreline Options



- Type
  - Shade
  - Outline
  - Shadeline
  - Sketch
  - Stroke
- Color
- Reach
- Levels (only available for Shore Types: Outline, Shade and Shadeline)
- Opacity
- Sketch (only available for Shore Type: Sketch)
- Scale (only available for Shore Type: Sketch)
- **Line Options** are only available for Shore Types: Outline and Shadeline

- Style (solid, dash, etc.)
- Size
- Progressive Fade: as the outline level is further from the landmass the opacity of the outline will be lower
- Progressive Dash: as the outline level is further from the landmass the line will be more dashed.
- **Apply To**
  - Select All: selects all or none of the map landmasses
  - List of all landmasses on the map. Checked landmasses will have shoreline drawn around them.

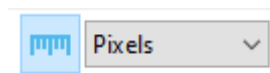
## 16 Auto Labels



The automatic labels are created from each item's name and placed on that item. For closed path items, like landmasses and regions, the labels are centered inside the item. Labels for open path items are placed along the item's path. This window allows you to turn on and off the auto labels for different types of items as well as change the look of the labels.

- Checking show will show auto labels for all items of that type
- Changing font, size, opacity and color will change those options for all auto labels for the selected item type
- The list shows all items of that type and allows showing/hiding labels for those items individually.

## 17 Ruler





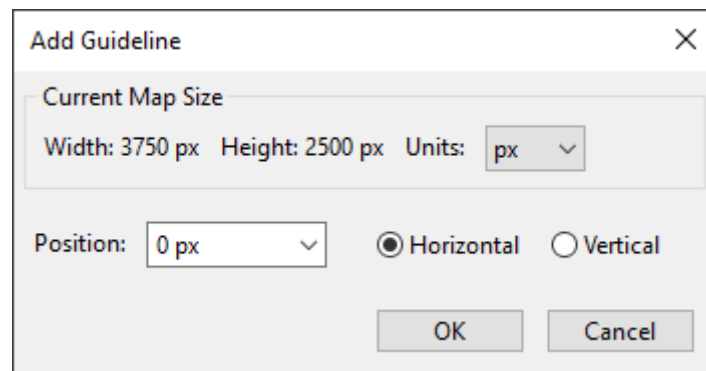
The ruler measures the map along the top and left side, in the chosen units. The red indicator marks show the position of the mouse cursor.

- Ruler Units:
  - Pixels
  - Inches
  - Centimeters
  - Millimeters
  - World Units

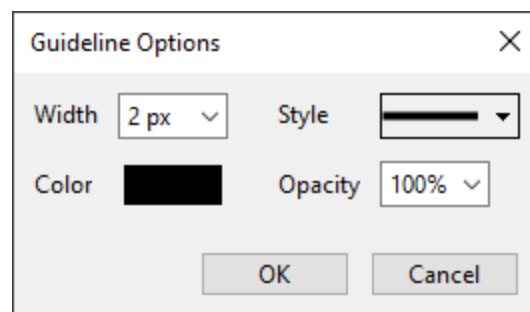
## 18 Guidelines

These are lines that you can place on your map to align items/points. These lines are saved with your map but are not exported or printed.

- Add by:
  - Clicking on the Ruler and dragging; Release to place the guideline.
  - Going to View→Add Guideline... and choosing the position and direction.



- Guidelines can be moved with the Select or Transform tool by clicking and dragging.
- Change the look of all guidelines by:
  - Right clicking on a guideline and select Guideline Options...
  - Going to View→Guideline Options...





- Delete one guideline by:
  - Right clicking on it and selecting Delete.
  - Dragging the guideline outside the map view.
- Delete all guidelines on the map by going to View→Delete All Guidelines

## 19 Create New Map from Selection

You may create a new map based on existing map items by selecting those items and choosing File→New From→Selection....

This option also allows for upscaling of the map, which is useful for creating a more detailed map of an area from the principal map. For instance, you may select a landmass from a large world map and create a new up-scaled map solely of that landmass having more detail.

If the selection is smaller than the minimum size for a map, the canvas may be enlarged.

## 20 Create New Map from Area

You may create a new map based on an area of an existing map by choosing File→New From→Area....

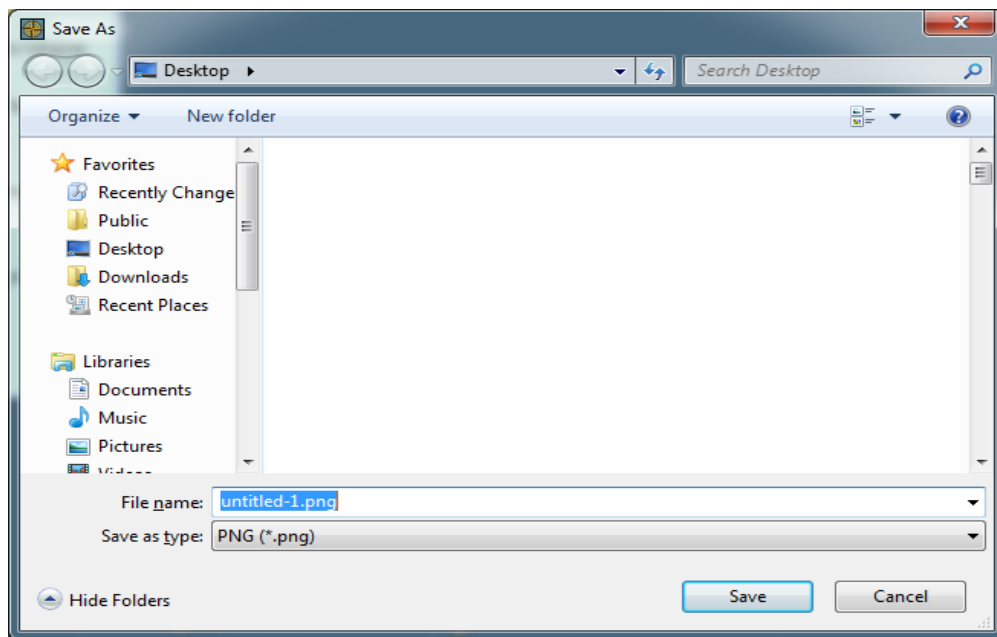
This option also allows for upscaling of the map, which is useful for creating a more detailed map of an area from the principal map.

## 21 Exporting Maps

Maps can be exported so you can share them with others digitally or to open with other programs for additional work. Exporting supports multiple formats and multiple options such as exporting a map as separate layers.

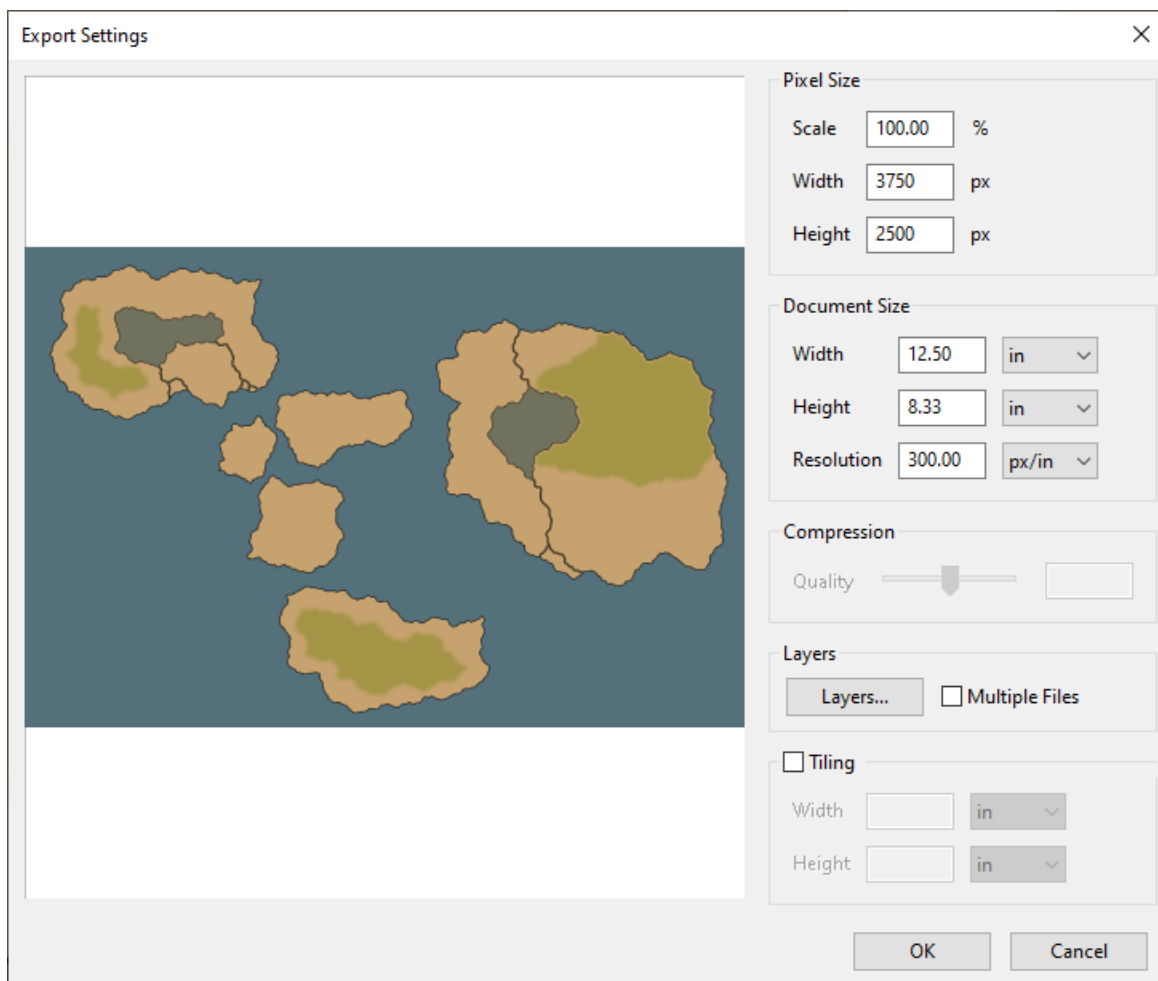
Use the “File” menu and select “Export Map.”

The first window brought up is a file explorer that allows you to choose the location, name and file type to export to. Select a file name and extension, then click save to move to the next step.

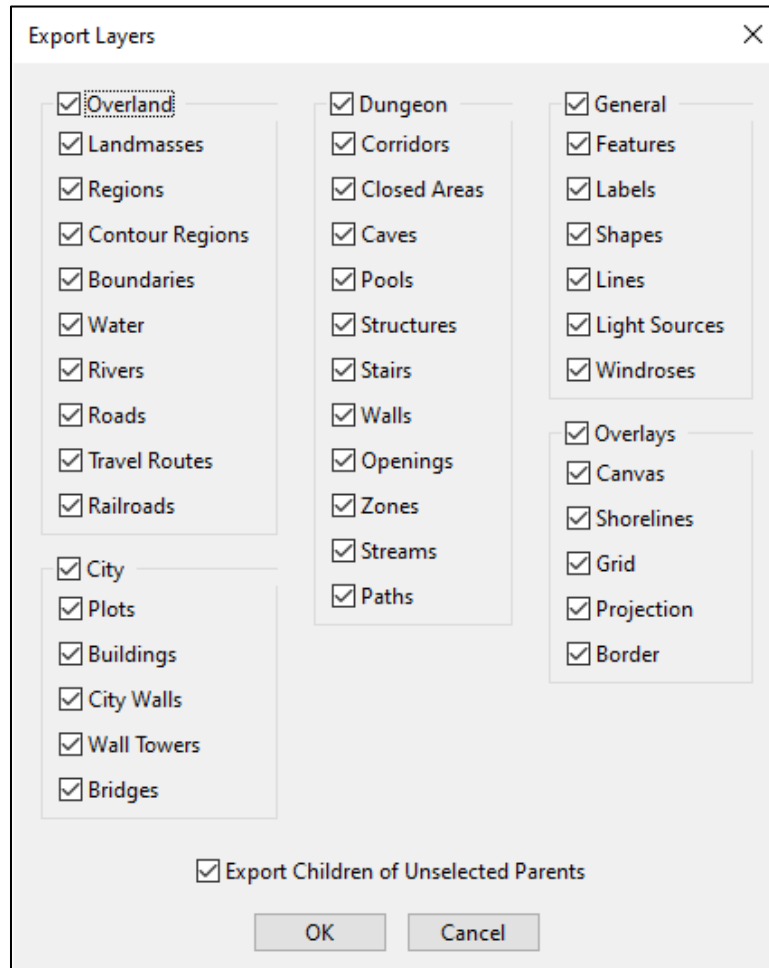


- Export Settings

Once a file and format are selected the export setting window will open.



- **Pixel Size** settings allow you to change the size of the map, either by percentage or by directly changing width or height. Proportions are always locked so that the map isn't distorted
- **Document Size** settings change the size or resolution of the resulting file. Proportions are always locked so that the map isn't distorted
- **Compression** is only enabled for JPEG files
- **Layers**



- The button will bring up a window allowing you to choose which item types are exported (only the item types that are checked will be exported) and if children of parents that are not selected will be exported as well.
- The Multiple Files check box determines whether to save all items to one file or have each item type saved to a different file
- **Tiling**
  - This will export the map in multiple files.
  - The width and height of the tiles can be set independently. The preview will show how the tiling will break up the map.

## 22 Presets and Themes

Presets are saved under folders which together make up a “Theme.” You can create a new

Theme and add Presets to the Theme using the Preset window.

These folders are saved in the installation path and may be copied and shared with others.

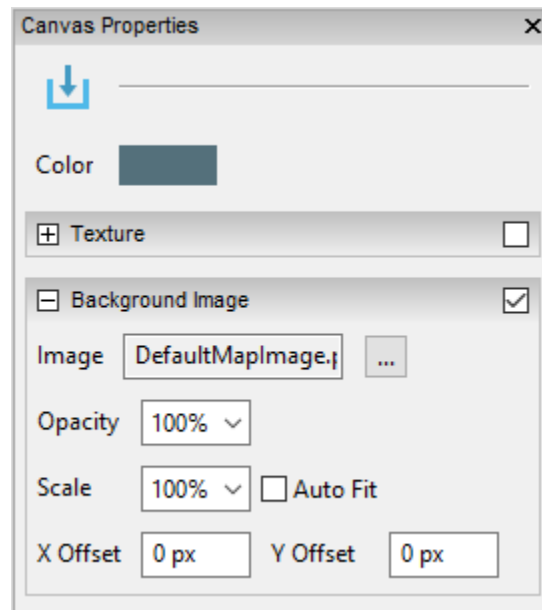
## 23 Templates

Map Templates can be created by selecting File→Save as Template.... Templates files include the map properties (size, resolution, scale, etc.), grid, projection, border, shoreline and auto label options.

## 24 Tracing a Map

If you have an existing map you would like to bring into Other World Mapper in an image format (i.e. png, bmp), you can select the image as the map background and use Other World Mapper's tools to “trace” over the original map. You could scan hand drawn maps this way.

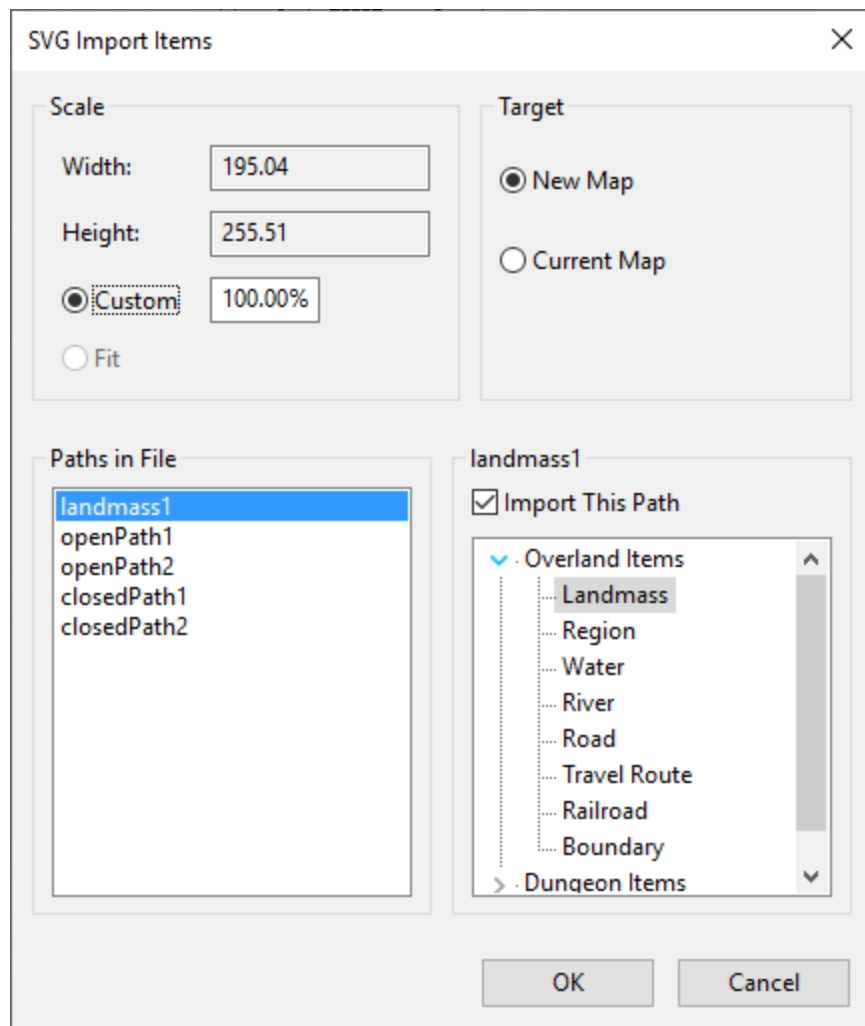
In the Canvas Properties, enable the Background Image and browse to the image you want to use as background for tracing.



## 25 Importing SVG Shapes

The Import SVG option allows importing maps/shapes created using a vector tool that supports the SVG format into Other World Mapper.

After selecting a file to import, the SVG Import Items window will allow selection of each path from the SVG file and assignment to a corresponding item type in Other World Mapper.



## 26 Importing Shape Files

The Import Shapefile option allows importing maps/shapes created using the geospatial vector data format for geographic information system (GIS) software. This is a common format for real world cartographical data and importing shapefile data into Other World Mapper allows working with real maps.

After selecting a file to import, the Import Shape File window will allow assignment of the item type contained in the map (each shapefile will contain a different layer: landmass, water, boundaries, etc.), as well as scaling and coordinate offset options.

Import Shape File

×

Note: SHP import functionality is in Alpha

Item Type

Landmass

Target

☒ New Map

☐ Current Map

Scale

Width: 360.000000

Height: 173.645126

☒ Custom

100%

☐ Fit

Start Offset

X Bounds: -180.000000

Y Bounds: 83.645126

X (-180 to 180): -180.00

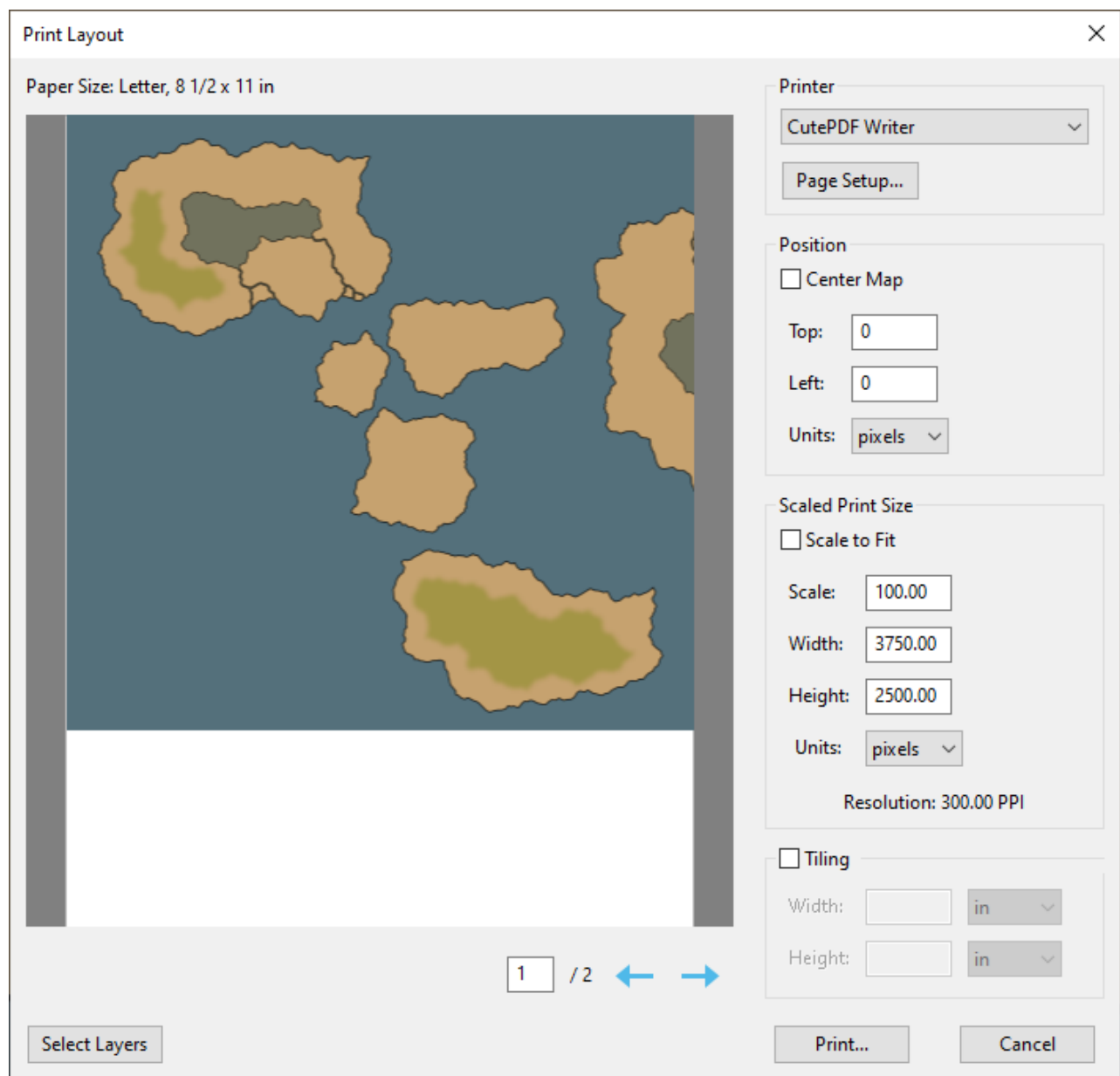
Y (90 to -90) 83.65

OK

Cancel

## 27 Printing

The Print option from the File menu is used to print your map from Other World Mapper.



### **Printer**

Allows you to select which printer you want to use.

### **Page Setup**

Selecting this option opens up the default Windows printer setup dialog to select a paper size, orientation, etc.

### **Position**

This set of options allows centering the map on the paper or setting the top and left offsets.

### **Scaled Print Size**

This set of options allows scaling the map to fit the page or setting the width/height and scale. Note: all

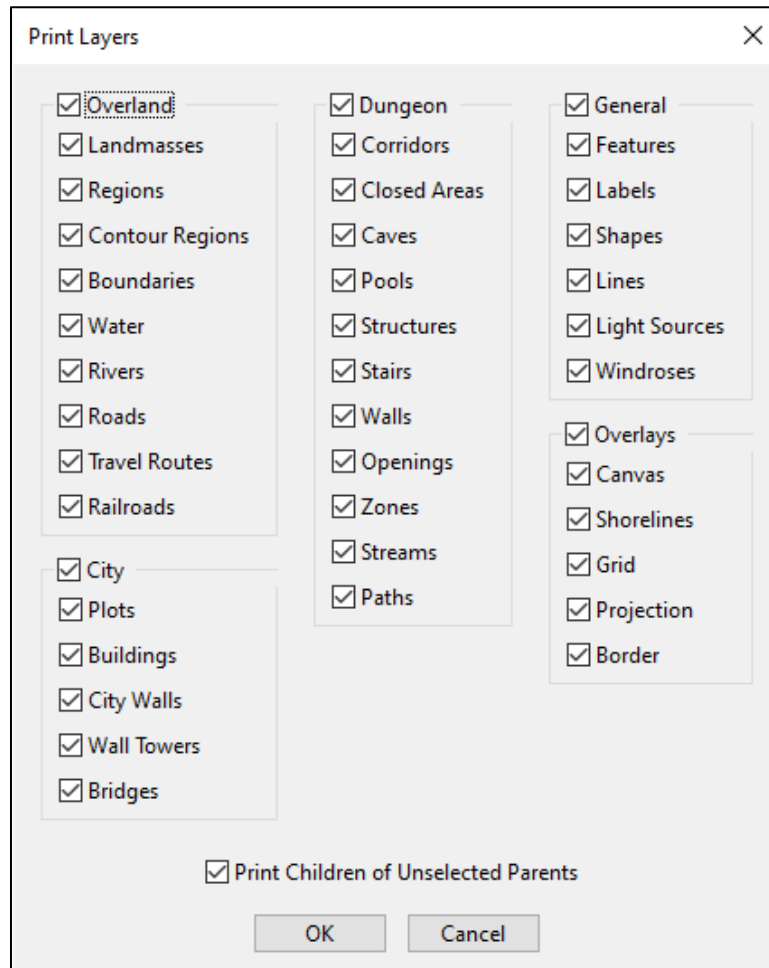
these parameters are based on the current map resolution selecting in the map setup.

## Tiling

This will break up the map and print it on separate pages. The width and height of the tiles can be set independently. The preview will show how the tiling will break up the map.

## Select Layers

Use this option to select which layers to print.

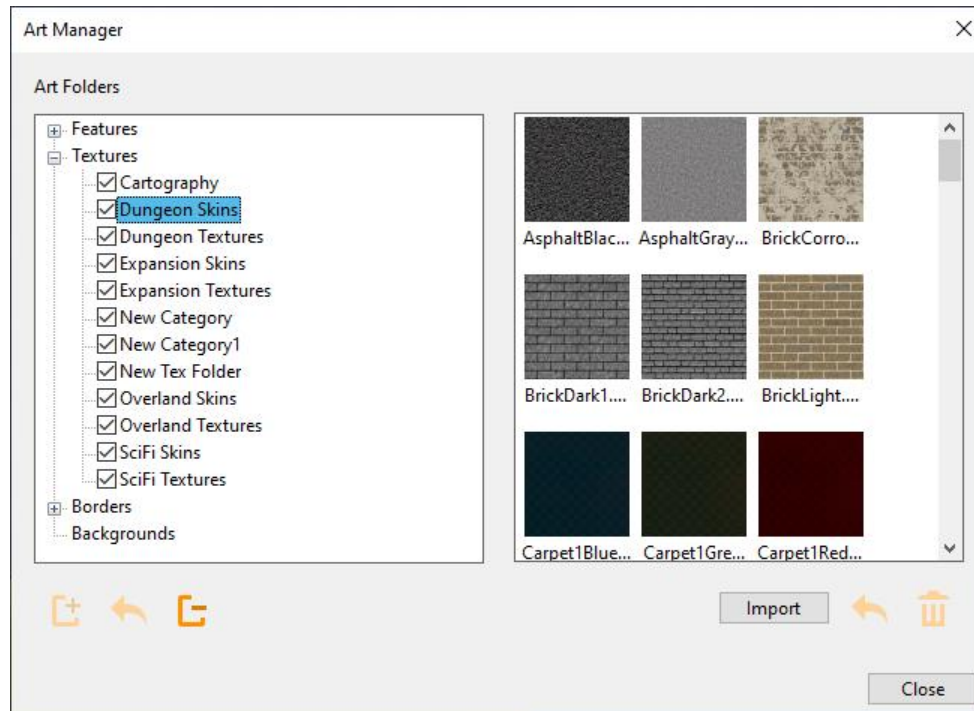


## 28 Art Manager

The Art Manager lets you manage art folders and files for Features, Textures and Background images. Open the “Tool” menu and select “Art Manager.”

By default, Other World Mapper parses all artwork inside the program's folder that follows the naming and folder structure convention.

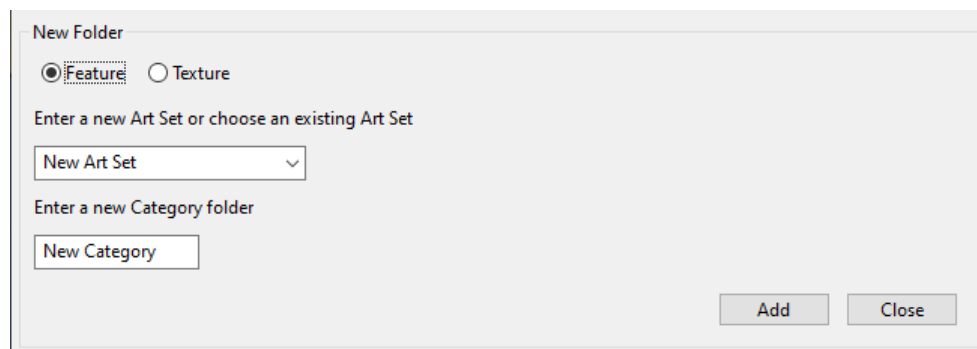




- Skipping folders

The art manager allows checking or unchecking of art set folders. An art set folder that is unchecked will be ignored by Other World Mapper when parsing the artwork. This can be useful if many art sets are installed to ease navigation.

Checking the art set again in the art manager will restore the art folder.



- Adding Folders

You can add folders to the file structure with the “Add Folder” button. This will bring up the options to add new folders to the Feature or Texture root folders. Once you have put in new folder name(s), click the “Add” button. When you are done adding folders, click the “Close” button to collapse the options section.

- Features

- Can choose an existing art set or create a new one.
- All art sets must contain at least one category

- Textures
  - Have only one folder deep structure.

- Moving and Deleting Folders

You can move or delete folders to the file structure with the “Move Folder” and “Subtract Folder” icons located on the bottom left, or right clicking on the folder to access the context menu with these options. The root folders (Features, Textures, and Backgrounds) may not be deleted. Deleting folders deletes all sub folders and files within that folder.

- Features
  - Set folders cannot be moved.
  - Category folder may be moved between Sets.
- Textures
  - Folders cannot be moved.

- Renaming folders

You may rename a folder by slow left double clicking on the folder or by right clicking on the folder and selecting the rename option.

- Deleting and Moving Files

- The “Trash Bin” icon in the bottom right corner of the Art Manager window may be used to delete a file or files. A message dialog will open to confirm the delete.
- The “Move” icon in the bottom right corner of the Art Manager may be used to move files from one folder to another. A dialog will open with a list of folders. Choose a folder from the list you would like to move the file to.
- You may also delete and move individual files by right clicking on the file and selecting the corresponding option.

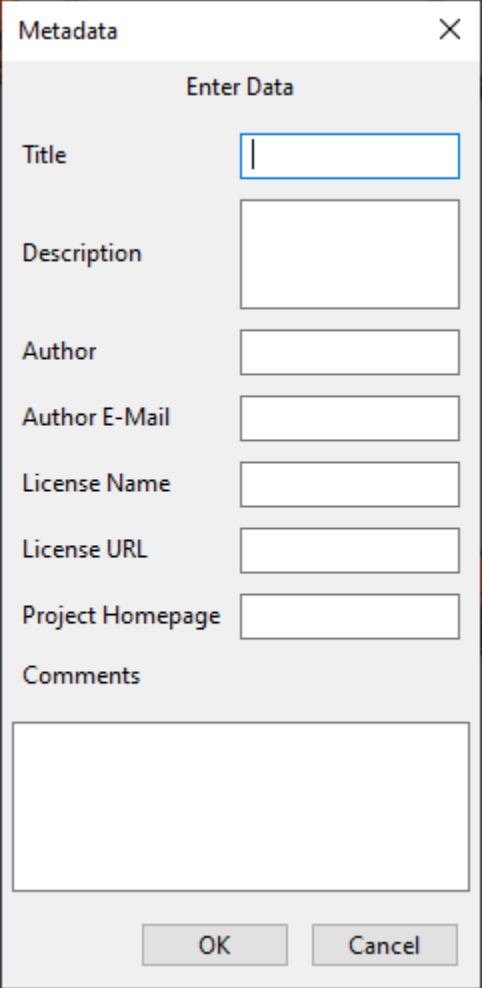
- Renaming Files

You may rename a file by slow left double clicking on the file or by right clicking on the file and selecting the rename option.

- Importing Files

- The “Import” button will allow you to import files to the currently selected folder. Clicking Import will open a browser window where you may select the files you wish to import.
- Other World Mapper currently supports typical raster image formats (png, jpeg, etc.) and SVG for vector support.

## 29 Metadata



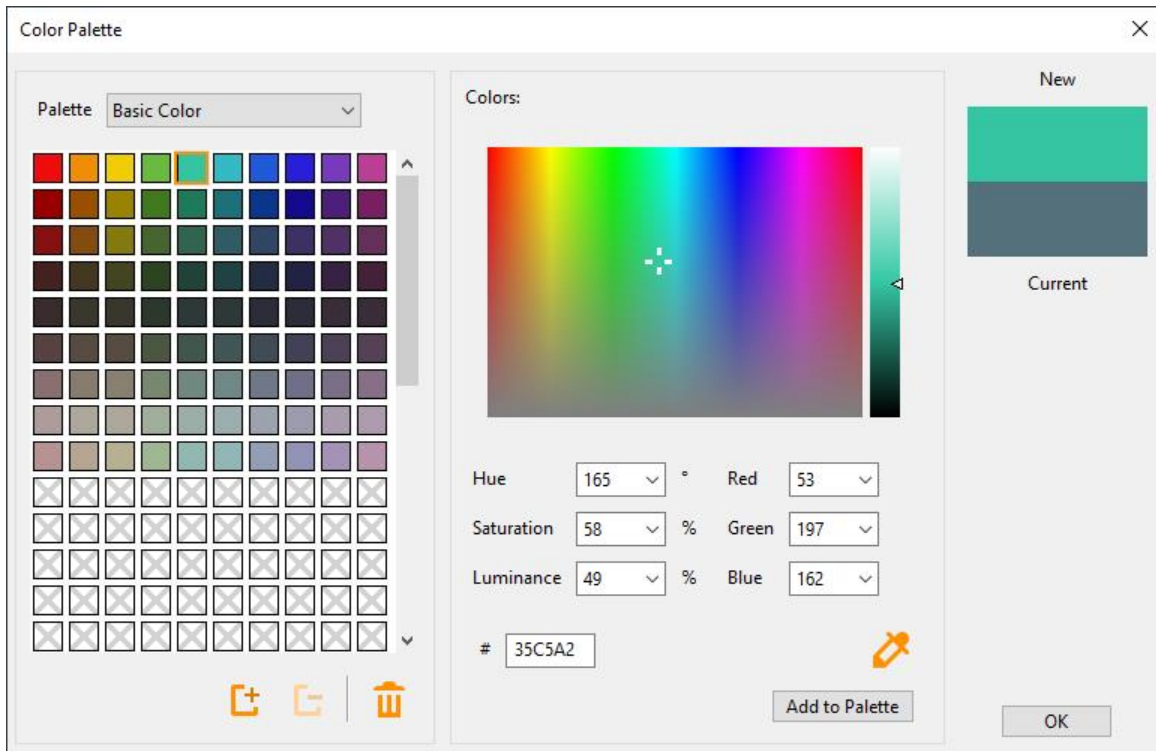
A screenshot of a 'Metadata' dialog box. The title bar says 'Metadata' with a close button (X). The main area is titled 'Enter Data'. It contains several input fields: 'Title' (a single-line text box), 'Description' (a multi-line text box), 'Author' (a single-line text box), 'Author E-Mail' (a single-line text box), 'License Name' (a single-line text box), 'License URL' (a single-line text box), and 'Project Homepage' (a single-line text box). Below these is a 'Comments' section with a large multi-line text box. At the bottom are 'OK' and 'Cancel' buttons.

Enter Data	
Title	<input type="text"/>
Description	<input type="text"/>
Author	<input type="text"/>
Author E-Mail	<input type="text"/>
License Name	<input type="text"/>
License URL	<input type="text"/>
Project Homepage	<input type="text"/>
Comments	<input type="text"/>


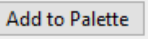


OK Cancel

You can add metadata to your map by going to the “Map” menu and selecting “Metadata...” This opens a dialog with multiple options for metadata information.

## 30 Color Palettes



The Color Palette window allows you to change the selected color and to create or manage custom color palettes. A palette is a list of up to 300 colors that the user can add or remove. The only exception is the Default palette, which cannot be changed.

- Color Change Options
  - Select a color from the current palette
  - Moving the selector on the color spectrum display
  - Change the HSL/RGB values
  - Paste a new hex color value into the # box
  - Click the Eyedropper button and select an existing color on the screen
  - Click the Current color box to set the color back to the previous color
- Managing Palettes
  - Create a new palette with 
  - Add the New color to the selected palette with 
  - Delete a color from the palette by selecting it and clicking 
  - Delete the selected palette with 

## 31 Help and Checking for Updates

Use the “Help” menu to access the following options:

- View Help Document
  - Opens this document via your pdf reader
- View keyboard shortcuts
  - Brings up lists of program shortcuts
- View Release Notes
  - Shows release notes and change log
- Check for Updates
  - Checks with Other World Mapper's server if a new version is available. Note that no information is sent from your computer to our servers. The current version is simply read and checked against your installed version.
- About
  - Company and Software Information.