

# Map Master 2.0

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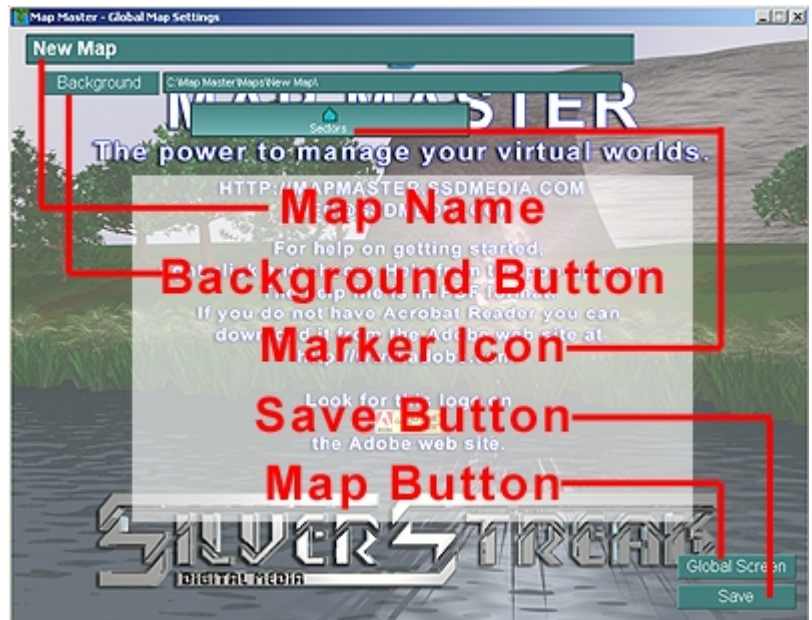
## Getting Started



When you finish with the install and obtain your key you will be presented with a screen like the one shown on the left. This is the Global Screen and the start of all your new maps. To get started on your new map project all you need is a right mouse button. Click one time on the Global Screen and you will get the main menu. From this menu you can select Maps > New Map. By doing so you will be taken to the Global Map Settings Screen where you set all your settings for the Global Screen. The name of your new map, the background for it and the marker type that you want to use in your new map. (specifications for backgrounds and markers are detailed later in this document)

## Global Map Settings Screen

At the top left corner you will have a box that says New Map. Touch in the box at the end of the text and give your new map a name by backspacing until the words New Map are gone and type in the name of your map. After you have done that you can select a background for your new map. Your background can be something as simple as a white graphic or you can make your own custom map. There are many web sites on the internet that dedicate themselves to producing maps for particular games if you don't want white and can not draw. The Map Master web site has some links in it's partners section that can take you to sites that have maps for some games. To choose your background click on the background button just under the Name of the map, this will pop up a selection box allowing you to select an image for your background. There are two formats that Map Master currently supports, Gif and BMP for backgrounds. We recommend .GIF files, they are smaller and will result in a faster load time on a map with many markers and Travel Paths. Once you have selected a new background you can then select a marker type. Markers are fully customizable and support transparencies in several formats. (specifications for the markers are detailed later in this document.) By touching on the icon of the marker you will get a selection box that will allow you to select the marker for your new map. Once you have done that you can save your selections by clicking on the Save button on the right side of the screen near the bottom. If you would like to see what the background is going to look like before you move back to the Global Map Screen you can click on the Save button a second time. This will display the background in the Global Map Settings Screen. When you save settings the background images are copied to the corresponding map folder to help insure that no damage comes to your

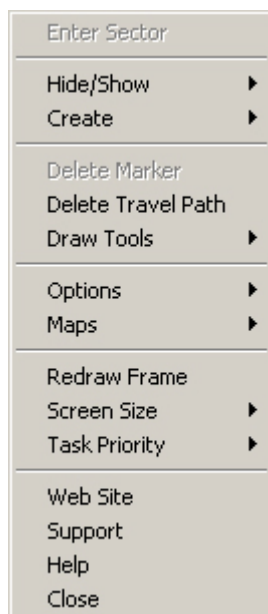


original map by means of saving a map with the markers and Travel Paths on it. The markers should be copied to the sub folder of the map that you want to use the markers in. This will allow for all the images to be used when you create a map package, the marker images will then be packed in the package. When you are happy with your selections and they have been saved you can click on the Global Map button and it will return you to the Global Map with your new selections saved for the next time you open Map Master. Now you're ready to create your first map so lets get started.

Once you create a map you cannot change the name of the map. Doing so will create another blank map and another map listed under the Maps option on the right click menu. If you find you want to change the name of a map you will have to close Map Master, go to the Maps subfolder of the Map Master installation directory. There you will find all the maps you have created as a folder for each. If you rename a folder you will then change the name of that map. By doing so you will have to reload the map by using the Maps > [map name] the next time Map Master starts. To edit maps settings you can choose Options > Settings from the right click menu and change the information that you save when you created the map.

## Menu Options

Most everything you do in Map Master will be done from the right click menu like the one shown below. To be familiar with each option before we go further will help you to understand what each option will do for you as this document explains them.



- The Enter Sector option is used to enter a marker and move on to the sector map. You can also enter a Sector Map by double clicking on the marker.
- The Hide/Show option allows you to hide and show specific markers shown on your map or all of them at once as well as Labels and Travel Paths..
- The Create option will allow you to create a marker or a travel path in a specific place.
- The Delete Marker option will allow you to delete a marker but will only be active if you have right clicked on a marker.
- The Delete Travel Path will allow you to remove a travel path from your map that is no longer wanted. When this option is chosen all the markers on the map will be hidden allowing you to get to all the Travel Path handles.
- The Draw tools allow you to change the color of your lines and the thickness of your lines as well as use the color picker to pick what color you might want to use for travel paths in your map.
- Options will allow you to save all your makers, save the map to a .bmp file, create a map package to submit to SilverStreak as a potential Official Map Master Package, as well as to go to the settings for that map and change the background and marker image(s) if you wish.
- The Maps option will have a list of maps you have installed and when you pick a map from the list that map will load into the Map Master Interface. The New Map

option allows you to create a new map from scratch.

- Redraw Frame is very useful when your working with games that do not work in windowed mode well or at all. Map Master does not continually update the screen so when you Alt + Tab between your game and Map Master sometimes the screen is black or the images on the screen are scrambled. Redraw frame will bring back your images to the original state.
- Screen Size will allow you to adjust the size of the application for different map sizes.
- Task Priority allows you to set the amount of time Map Master will try to get from the processor. This feature is great for those games that are not real nice about sharing processor time.
- Web Site will take you to the Map Master web site.
- Support will allow you to send an e-mail to SilverStreak Digital Media
- The Help option brings up this document.
- Close will close the application.

Other more commonly used options will be accessible through the menu bar that shows up when certain actions occur in Map Master such as left clicking on a marker. To close it again you simple click the X button on the far right.



The menu bar looks similar to the one shown above and mostly deals with the information that will be entered about each marker. The input box is where you will name each of your markers. The button next to the Name input box looks like a disk and will only be enabled if you have made changes that need to be saved. The next button looks like a pencil and a sheet of paper. This is used to make quick notes about each marker you have named and will toggle the Quick Notes input box open and closed. The input box will appear on the screen just below the Menu bar on the right hand side of the screen. The button that follows is the control for the Travel Path interface and is what is used to exit Travel Path mode and as an indicator while working in Travel Path mode. (the Travel Path interface is detailed later in this document) The next button looks like a blue cylinder and is used to open the User Database and access a customizable Information Center. (The User Database is detailed later in this document) The last two buttons are used for information about the application and as well as information about SilverStreak Digital Media. The first of the two toggles the bubble help for the application on and off. The last button is used to get information about our company, our web site, email address and more. The image below is the same toolbar only in read only mode.



In this mode you will notice the Marker Name input box is grayed out. To enter Read Only mode you only need to select the Hide/Show > Show Labels option in the Global Map Screen. Read only mode is important when showing labels, when you have 2 markers that are close together you can have overlap of the labels. When you select a marker you could, by accident choose another marker and make changes to the wrong marker. Setting Read Only mode while labels are displayed prevents accidental information loss.

## Creating Markers

Once you have created a new global map there is something you have to do after you add your first marker. To add markers select Create > [Marker Type] from the right click menu, up to 150 markers or travel paths are able to be created on one screen. Markers will not be saved until you left click on them and give each one at least a name and selecting the Save Marker button. When you left click on your first marker you will be ask to set up the basic information for an Information Center. Once you have provided the basic information you will be able to move on. Clicking on the marker again will allow you to store a name and some information about the marker for each one. This will save all the markers and their positions and allow you to double click on a marker to enter the Sector Map without loosing any data.

## Creating Travel Paths

Travel paths can be used to show the location a gate takes you or even a physical path on a particular map. To create a Travel Path you click Create > Travel Path on the right click menu. This will change your curser and allow you to click and drag from point A to point B. **The travel path will not show up until you hit the Shift key on your keyboard.** This allows you to take another try at getting your Travel Path in a better position if you feel that you have messed up in placement. When you select to create your travel path it will enable the Travel Path button. When you're done creating all the Travel Paths you want to create you click on the Travel Path button and it will save your Travel Paths and take you out of Travel Path mode. **Make sure that you have all your markers named before creating a Travel Path, in closing out of Travel Path mode your screen will be reloaded and all markers that have not been given at least a name will not return. This is a feature to help keep data storage size down if a mistake is made and the marker needs to be removed.**

## Deleting Markers

By placing the curser over a marker and right clicking you will enable the Delete Marker option on the right click menu. Choose this option and the marker you right clicked on will be deleted. **When a marker is deleted you need to save the changes in the map through the right click menu choosing Options > Save Markers.** This forces a recount of the markers in the data file that contains the information about the map that you're currently working in. When this is done you will notice that the save marker info button become enabled and you will need to click it to save the information tied to the markers that are left. You only have to do this at the end of deleting all the markers you want deleted.

## Deleting Travel Paths

To delete a travel path select Delete Travel Path from the right click menu. By doing so you will be put in Travel Path mode. This hides all markers and allows you to see both ends of each Travel Path. One of the ends on each path will have a control dot used to delete that Travel Path. While in Delete Travel Path mode each control dot you click on will result in a deleted Travel Path when you leave Travel Path mode. As you pass the curser over the control dot of each Travel Path you will notice the Travel Path Mode button will turn red and black to indicate your over a control dot.

## Sector Maps

To enter a new sector map you simply right click on a marker and select Enter Sector or double click on the marker. The Sector Map editing is done in the same manner as the Global Map. To get to the settings you simply select Options > Settings. There is one important menu option that you will see in the Sector Map menu that you don't see in the Global Map menu, a link back to the Global Map. You will find you have fewer options in the Sector Map menu than you do in the Global Map menu. Options such as Maps, Enter Sector, Web Site and Support are not available from the Sector Map, to access these options you will have to be in the Global Map.

## Creating Map Packages

We have provided a way for you to share your creations by making a package of your map. This package is created in a single file and stored in the Map Master Directory and named the name of the map you're packaging. You do this by selecting Options > Create Map Package. You can then post this package to the web and provide the link to the package via email to SilverStreak Digital Media at [info@ssdmedia.com](mailto:info@ssdmedia.com).

If you have any questions about the functionality of any of the options in the menu please feel free to contact us at [issues@ssdmedia.com](mailto:issues@ssdmedia.com).

## Map Package Specifications

- To help reduce the size of the files all background images must be in GIF format.
- Images, markers, backgrounds or text deemed to be inappropriate by SilverStreak Digital Media will cause the map package to be discarded as a valid Map Master Package. This would include, but not limited to, images that are graphic or images that are of a discriminatory or sexual nature.
- The creator can sign background as long as the signature is not in the top left corner of the background image.
- After the package has been created you will need to post it to the web and email a link to the package to SilverStreak Digital Media at [Info@ssdmedia.com](mailto:Info@ssdmedia.com). SilverStreak will review your map package and make it available to the public on our web site if it is approved.

## Backdrop Specifications

- Background images can be BMP or GIF formats. The GIF image format is recommended to produce a smaller size map and a faster load time.
- Background images should be a minimum of 640X480.

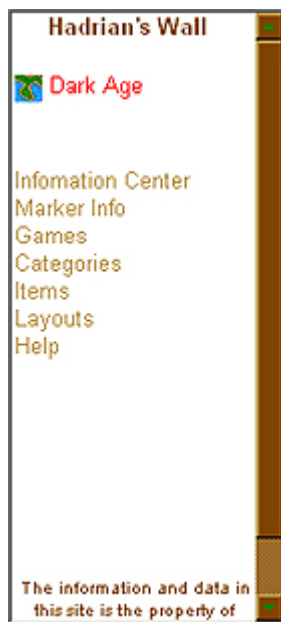
## Marker Specifications

- Markers are created in a 16px wide by 17px tall image.
- The top left corner pixel color will determine the transparent color of the marker. If you do not want a transparent color in your marker you simply create a marker in which the entire top row is a different color than any of the colors in your marker. This gives you a 16pxX16px image for a marker.
- Many popular formats are supported for markers such as BMP, GIF and JPG.

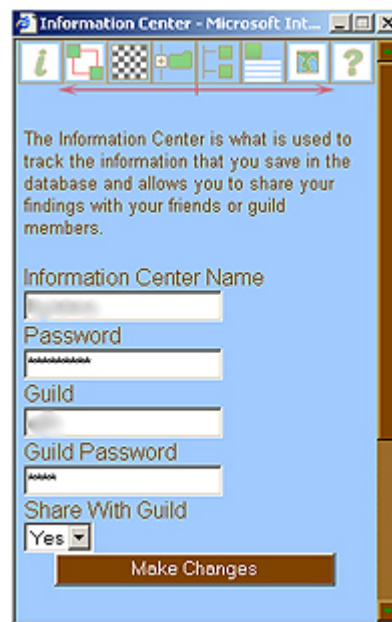


## User Database

### Getting Started



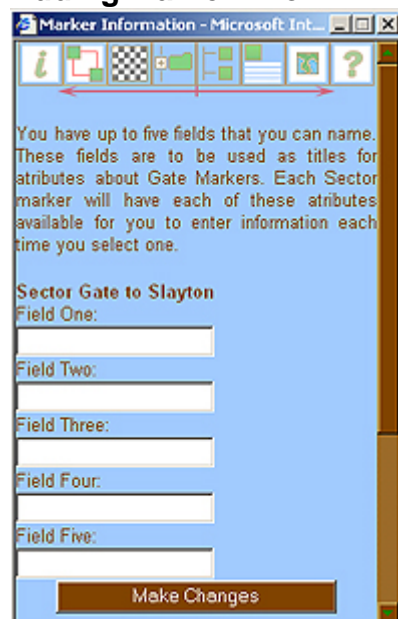
When you touch on your first marker in the global map, Map Master will prompt you to set up your personal information in the customizable Information Center. This causes two windows to pop up. One is the Information Center Menu, it appears in the bottom right corner of Map Master and looks like the menu on the left. You will notice that at the top of the menu is a Map Master Icon with a title next to it. The first time you click on a marker, if the game has not been added to the Information Center it gives you the chance to do so. The Information Center works with the information you have already entered into Map Master so you do not have to enter information twice. By clicking on the title next to the Map Master icon you will add the new game to the Information Center. The next time you click on a marker you will get the name of the marker next to the Map Master icon. By clicking on that title you will add the name of the marker to the Information Center. If both have already been added you will not have any option that shows up above the menu.



The other window appears outside of Map Master (shown on the right) and ask you for some information about the name of the Information Center and a password that will allow your friends to view your information. This screen also asks for a guild name and guild password. This allows you to share your findings and information with your guild mates. **All guild members must use the same guild name and guild password to be able to share the information between each other.** By doing so, all the guild members will be able to see everything the other guild members have entered into the Information Center giving the guild a larger network of information and findings. The last option on the page allows you to turn on guild sharing or turn off guild sharing. Once this information is entered you can then save the changes and continue on with your mapping.

## User Database

### Adding Marker Info



When you go to add your first marker to the Information Center, Map Master knows the type of marker your adding and will check the Information Center to see if that type of marker has been added before. If it has not you will be prompted to enter up to five attributes for that type of marker that will set the layout for all the markers of that type. The screen that you enter that information in to looks like the one on the left, if you only have two attributes you want to use for this type of marker's layout you can leave the other three blank and they will not show up on the layout of each maker. Each one of the eight markers in Map Master will give you the ability to create a layout using these five attributes. When you have added each of those marker's layout attributes you will not longer prompted to set that information up again. Each time you save a new type of marker's layout information you will be taken to that markers information page with the layout you just created. You can then enter the information about that particular marker if it has been saved to your Information Center. At that point each marker that you touch on that is the same type as the one you just created will have the same layout. **It is best if a guild can co-ordinate the customizing of the Information Centers to some degree. This allows each member to have a better feel for what type of information they can find.** This layout can later be changed without effecting the information that has been entered for that attribute, so you don't have to panic if you have entered all this

information and have decided to change something. You will notice that there is a menu bar at the top of the Information Center screen on the right. This menu bar has all of the same options available that are available in the Information Center menu that shows up in the bottom right corner of Map Master, with the exception of Marker Info. In fact the menu in the Information Center screen has a few more, such as View Shared Information and Data Search. These two options are used to do the searching on the marker and item information that you have entered in to the Information Center. (see Information Center Options)

## User Database

### Information Center Menu

The menu bar shown on the right is the navigation for the Information Center, it allows you to create, edit, remove, share and search information entered by you, your friends or guild mates concerning markers in maps you have created as well as other information you customize. It also has navigation to go backward and forward through what you have already seen by using the red arrows just below the icons. The list below explains what each of the icons are for and how to use them to get the most out of your games and Map Master.



This icon is used to access the Information Center information such as the Name, Password, Guild Name, Guild Password and Sharing Option. Any time you need to change any of this information you use this icon.



This icon is used to search through your friends or guild mates data. When you click here you will be sent to a screen that allows you to choose Friend or Guild and enter the Name and Password needed. From there you can start to search for the information your looking for.



The game icon allows you to change the name of a game. Map Master currently supports 2 games at a time. This icon is important if you have changed the name of one of your maps in Map Master. This way all the information that was related to the game/map will stay tied linked to the correct map.



The category icon allows you to add categories to the Information Center. Currently you can have up to 10 categories per game. These categories will require a layout just like the markers do. Each of the 10 categories will have 5 attributes that you can customize to create the category layout. When you go to the category screen you will have the options to create a category by giving it a name. You can use these categories for anything you would like. Items you create and sell, instructions/recipes for the things you make, where you found the best gun to buy, the ingredient for your most deadly potions, your options are endless.



The items icon allows you to create items in each of the categories you have created. Map Master currently supports 100 items per category and uses the layout for the category that you place the item in. You must first create a category to create an item so that you can place the items in it.



The layout icon allows you to edit the layout for each of your markers as well as your categories. If you delete one of your layouts you will in effect delete the category that layout was created for as well as all the items that you have placed in that category. So be sure that is what you want to do when you do it.



The data search icon allows you to search through your data to find the things your looking for after you have entered it.



The help icon is used to bring up this document.



## Known Issues

**Issue:** My markers are all gone after I deleted a few of them.

**Solution:** In most of these cases the marker count has been set to 0 when you start to delete markers and you did not select to save your work using the Options > Save Markers option in the right click menu. Simply go to the map sub folder, find the map your editing and open the Sectors.ini file. Each type of marker will have its own section and in that section will be a value for marker count. Change the 0 value to the number of markers you have on the map.

**Issue:** Not all of my Travel Paths have control dots.

**Solution:** Sometimes the control dots for a few of the lines will not show up on the screen but are still there. If you select Redraw Frame from the Right Click menu, in most cases, will bring the control dot back. If you still can not see the control dot you will notice that the Travel Path button will flash red when you're over the area the control dot should be so you can still delete it if need be.

**Issue:** When I switch between my game in full screen mode and Map Master my map is all messed up.

**Solution:** Use the right click menu and select Redraw Frame. This will bring the map back to it's last saved state.

**Issue:** When I switch between my game in full screen mode and Map Master, Map Master size keeps changing.

**Solution:** Use the right click menu and select Redraw Frame. This will bring the map back to it's last saved state.

Any issues that you find that are not listed here please send them to us at [issues@ssdmedia.com](mailto:issues@ssdmedia.com) for a resolution.