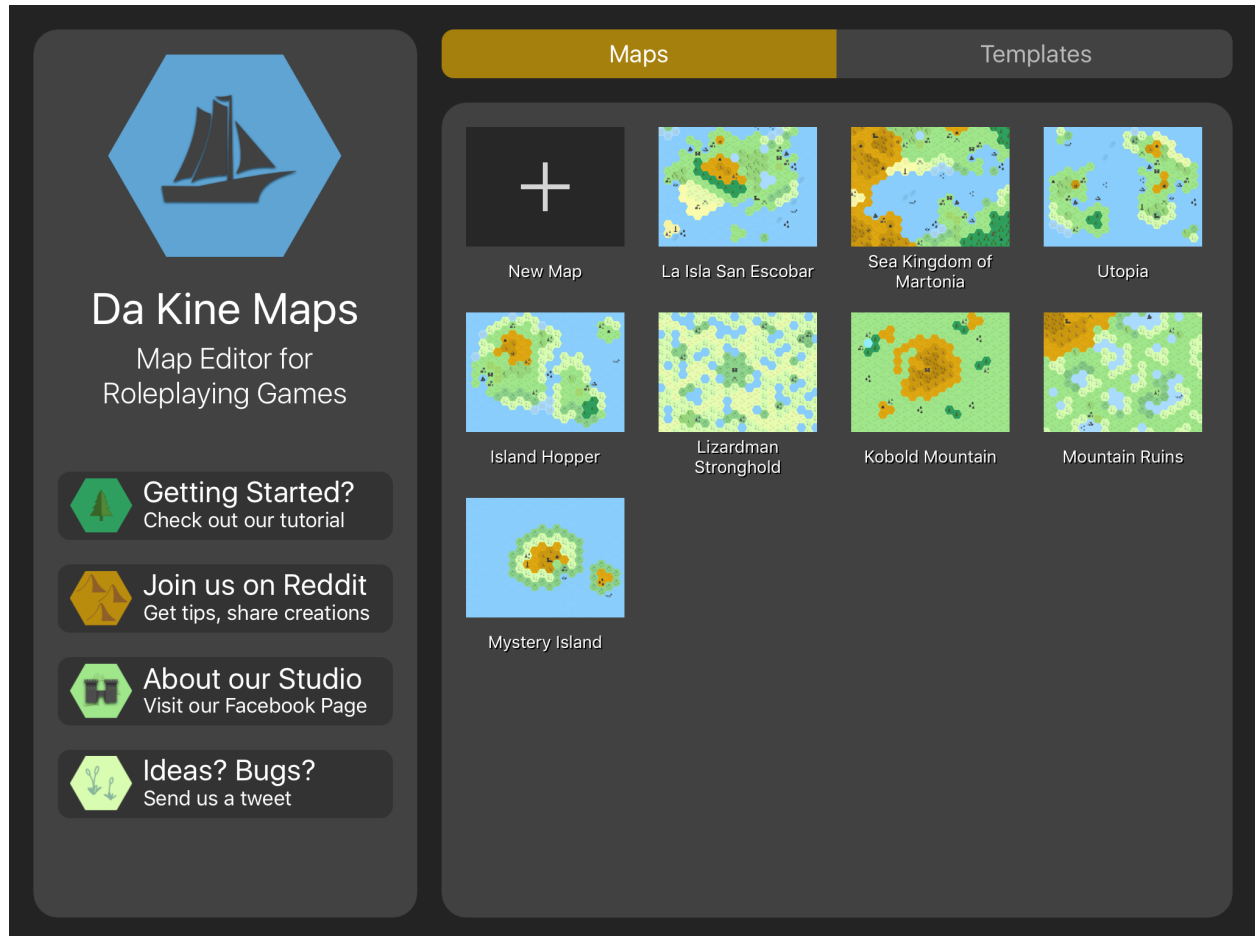


Da Kine Maps

A Map Editor for Roleplaying Games

Gallery

The Gallery screen is where you manage your **Maps** and **Templates**.



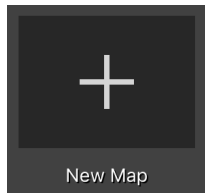
Maps are hexagonal “Gazetteer-style” region maps which you can create and edit. **Templates** are easy starting points for new maps, or a quick way to make several variations of a map.

Use the bar at the top to choose between them.



The Gallery works slightly differently depending on whether you have “Maps” or “Templates” selected. (See “Working with Templates” below for more.)

Working with Maps



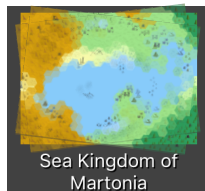
Tap the “New Map” button to create a new map.

You’ll be able to set some basic characteristics of your map through a pop up, shown below.



Tap a map thumbnail to open that map for editing.

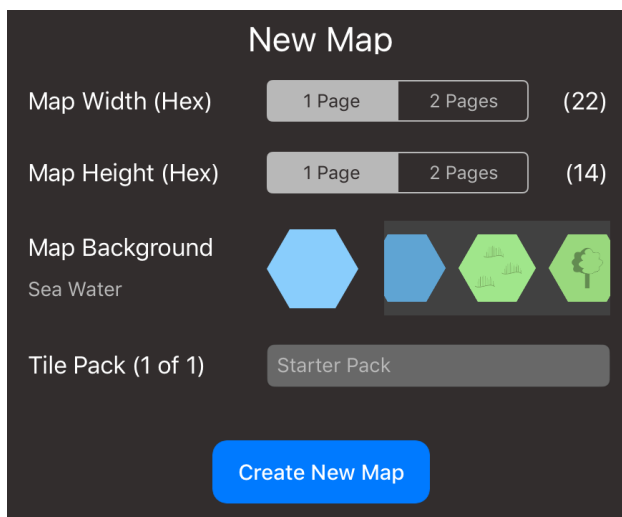
The Editor is described in the next section.



Press and Hold a map thumbnail and the thumbnail will begin to wiggle. You can then drag it to a new location in the gallery to rearrange the order of your maps.



Swipe left (or right) on a map thumbnail to show a menu of additional options including **Delete**, **Duplicate**, and **Save as Template**. Saving as a template will move the selected map to the Templates folder.



The New Map pop up

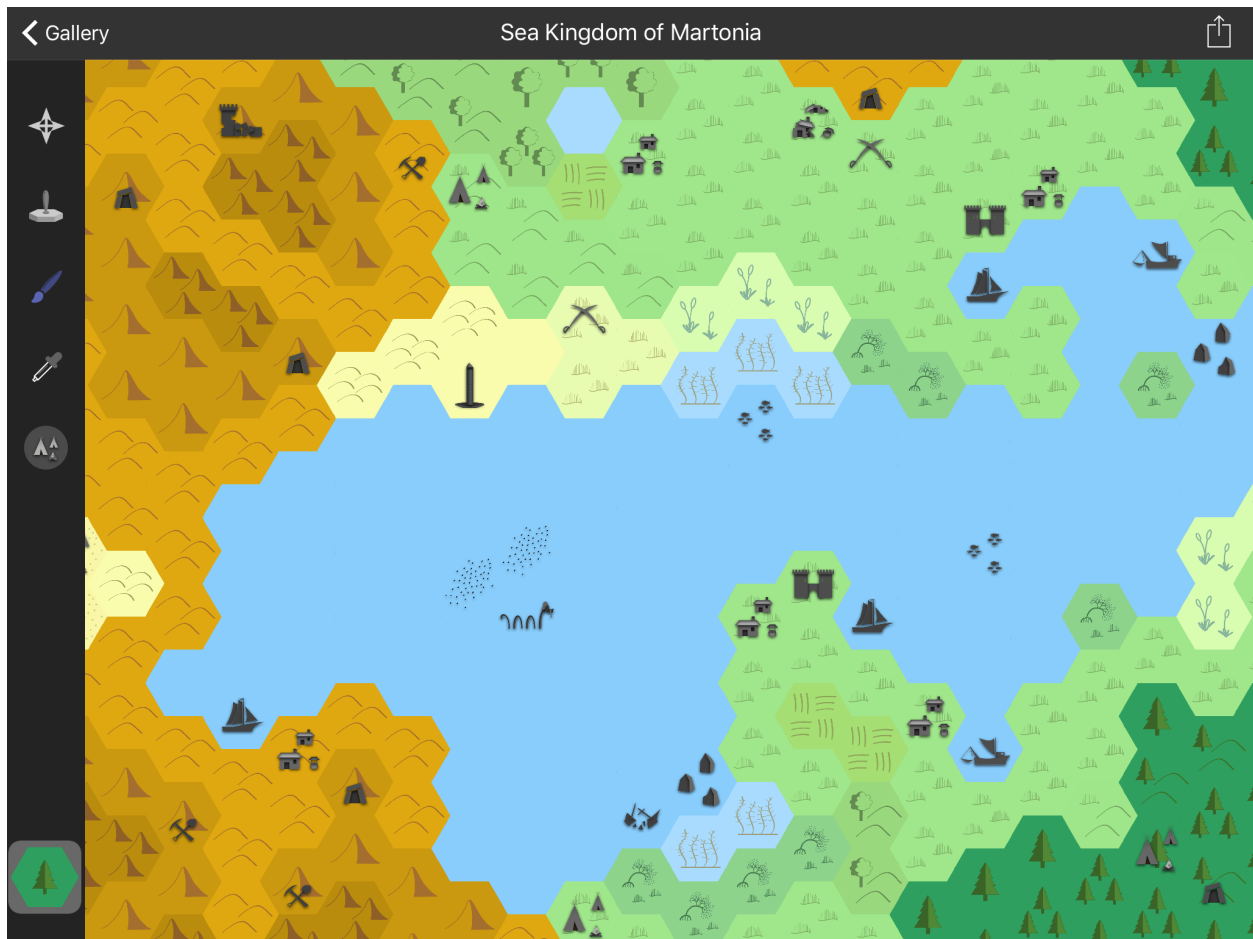
When creating a new map, you can select how wide and high the map is. 1 page is 22 hexes wide, 14 hexes high where each hex is roughly 1/2 inches across.

The Map Background allows you to pick the background terrain filling the map. You can slide through terrain options tapping the one you want.

Version 1.0 of the app only has the Starter Tile Pack. Future tile packs are planned.

Editor

The Editor allows you to quickly create and edit hex based regional maps.



Each hex is a symbolic representation of an area, typically 5 miles across, but this may vary depending on your game system and your own preferences.



Tap the “Gallery” button to return to the gallery screen. Your changes are automatically saved while you work.

Sea Kingdom of Martonia

Tap on the name in the header to change it.



The share button allows you to save the map to your camera roll or to share a PNG image of your map in a variety of ways.

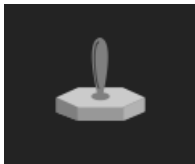
Editor Tools

The editor tools are shown as a row of icons on the left side of the screen. The currently selected tool is tinted blue.



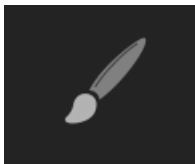
Pan Tool - used to view a map

- One Finger Drag to move the map around the viewing area.
- Two Finger Pinch to zoom in or out.



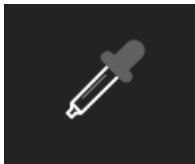
Stamp Tool - used to place individual terrain tiles on the map

- One Finger Tap to place the selected terrain tile on the map.
- One Finger Drag to move the map around the viewing area.
- Two Finger Pinch to zoom in or out.



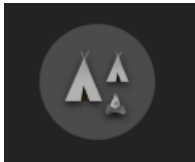
Brush Tool - used to paint one or more of the same tile on the map.

- One Finger Tap to place the selected terrain tile on the map.
- One Finger Drag to paint the selected tile where you are dragging.
- Two Finger Drag to move the map around the viewing area.
- Two Finger Pinch to zoom in or out.



Dropper Tool - used to quickly select a terrain tile from the map

- One Finger Tap to select a terrain tile from the map.
- One Finger Drag to move the map around the viewing area.
- Two Finger Pinch to zoom in or out.
- Dropper remembers if you were in Stamp or Brush mode and returns after use.



Marker Tool - used to place individual markers on the map

- One Finger Tap to place the selected marker on the map.
- One Finger Drag to move the map around the viewing area.
- Two Finger Pinch to zoom in or out.



The gray well at the bottom of the toolbar displays the currently selected terrain tile or marker image.

You can tap the well to select a different tile or marker.

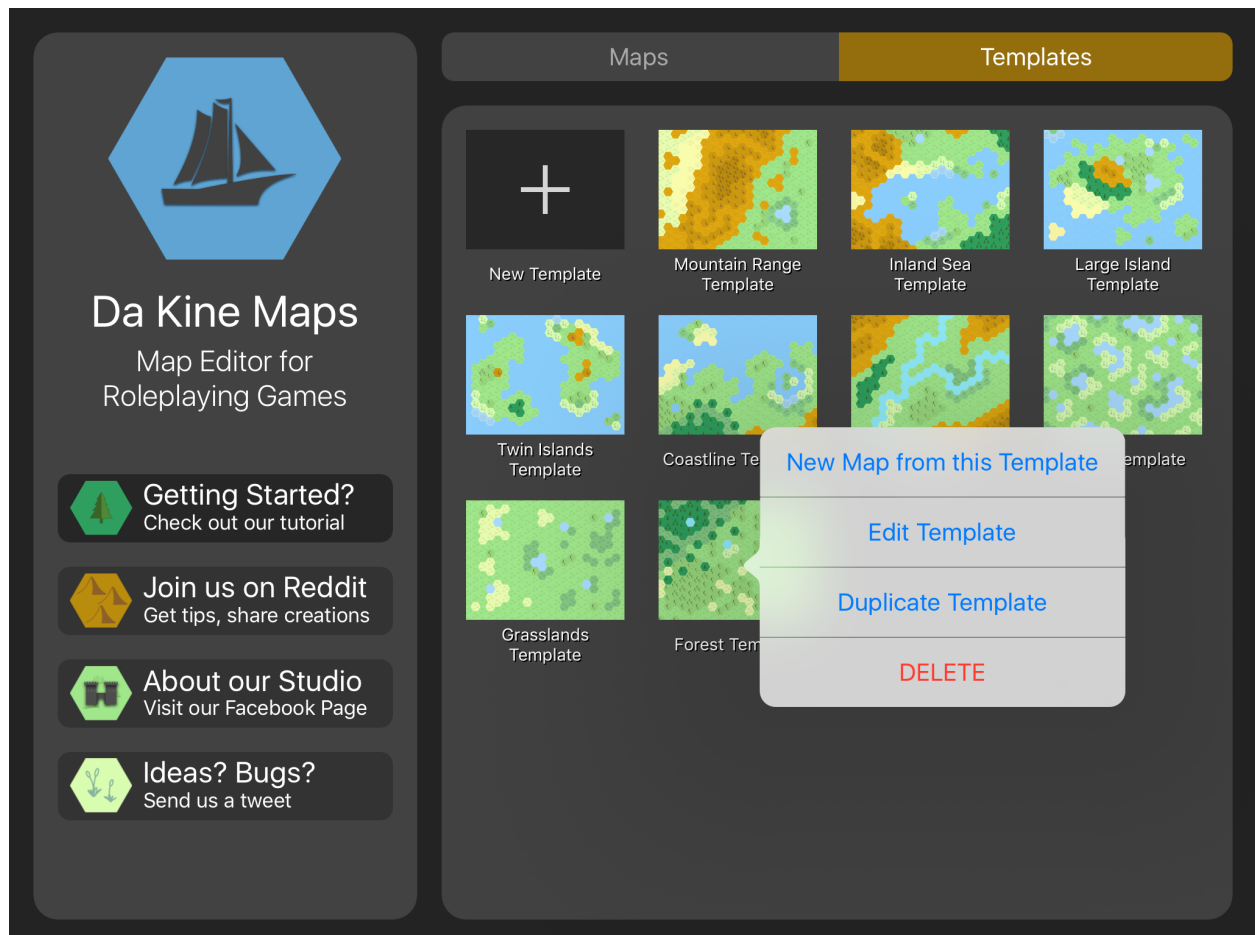


The special “Eraser” tile or marker can be used to erase elements from the map.

Working with Templates

Templates are starting points for maps. You can use the templates that come with the app, or create your own templates. Templates are useful when you need to create several versions of a map, say one for players and one for the game master.

Tapping on a template thumbnail displays a menu rather than opening the template.



New Map from this Template - The template will be copied to your Maps collection and immediately opened in the editor for editing. This new map will be called “Untitled (Template Name)”. You can change the name in the usual way, by tapping on it in the editor title bar.

Edit Template - Open the template in the editor. This is the actual template you are editing, not a copy. Editing templates works the same way it does for maps.

Duplicate Template - Create a copy of the template.

Delete Template - Permanently erase the template. This won't effect maps created from the template.