

MK Mapmaker Tutorial

by

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<http://www.cs.may.ie/~jkeating/mapmaker/>

Introduction

The MK Mapmaker is an online tool designed to allow the user to create tiles suitable for use with figures from the Mage Knight line of games from WizKids. It generates tiles that can be saved locally or on the server, and then printed for use - specifically with the Mage Knight Dungeons game.

The MK Mapmaker is not an approved Wizkids product and all copyright terms, etc are used without permission.

When you first open the screen you will need to be patient as the software loads all of the possible sub-tile images. It is important to let the screen completely load – failure to do so can result in incorrect image creation. You will be presented with two main screen areas, the Tile Palette and the Design Workspace.



The Tile Palette is where you set the background image, choose the sub-tiles you wish to place and rotate the images to fit on the Design Workspace. You can also select the numbering style and which “layer” of the design you are currently working on.

The Design Workspace allows you to choose the tile template that you wish to build, and then to place the sub-tiles to make a suitable tile. From the Design Workspace you generate and save the finished tile.

Making a Tile

Listed below are the steps used to make a new tile with the MK Mapmaker software.

Choose a Background

The first thing you need to do is to determine the way you want the dungeon floor to look. To do this you need to select a background sub-tile from the current palette, and then click on the image at the bottom of the Tile Palette area in between the two curved arrows. Clicking on this image will set the image to the currently selected sub-tile, indicating the default background to be used in the Design Workspace.

For example, if you select the brick sub-tile as your background, and then place a rubble sub-tile onto your Design Workspace, the rubble will show up as if it is on top of the bricks.

Note that you can select a nonsensical sub-tile, such as a thin wall sub-tile, as your background without the software questioning you. Your map will just look quite odd.

Choose a tile template

In the Design Workspace, underneath the main working area, there are shown four outline drawings of tile layouts to choose from. Click on the template that represents the type of tile you want to build. 5*5 templates are generally used for chambers and 3*5 (or 5*3) templates for passageways and dungeon entrances. The 3*3 tile is not currently used by WizKids but is included for completeness and utility.

Clicking on a template will populate the Design Workspace with a grid that matches the template selected, and will populate that template with the chosen background design. The orientation of the background sub-tiles can be randomised by clicking on the Randomise button (under the Shift/Undo control at the bottom left of the Design Workspace).

Once you have clicked on a template, the Design Workspace will change to represent the template you have selected. While you can place dungeon sub-tiles in the black (unused) areas of the Design Workspace, the software does not recognise them and will not remember them.

Select a Dungeon Feature

Once you have selected a template and a background, the rest is dead easy.

- First, use the Change Palette buttons to scroll through the available palettes until you reach the feature you want to place.

- Then select the dungeon feature by clicking on it with your mouse. This will outline the feature in red, indicating the currently selected feature.
- If the feature is not oriented in the correct way for how you wish to place it, use either of the two rotate buttons at the bottom of the Tile Palette to rotate the image until it is oriented correctly.
- If the sub-tile is one that has a different movement cost in Mage Knight Dungeons, select the appropriate movement cost number from the numbering overlays. You can tell that you have one selected because it will turn yellow. This will overlay every sub-tile you place with that number until you turn it off.
- Click your mouse on the appropriate sub-tile in the Design Workplace and the software will place the sub-tile there.
- If you make a mistake, use the Undo button at the bottom of the Design Workplace.
- When you are finished, click on the Generate button to generate the full sized image and save it (not working in version 0.6).
- To ensure continuity of tiles you can use the scroll buttons underneath the Design Workspace to scroll the image. Note that any sub-tiles present in the Design Workspace are lost as soon as they scroll off the screen.