

Ever bitten off more than you could chew?

Astrosynthesis is capable of generating hundreds of thousands of star systems. This is absolutely far more than any human could possibly visit in one lifetime, let alone manage for one person.

How **NOT** to use Astrosynthesis:

1. Set sector size to 10,000 light years spherical.
2. Fully generate stars to fill up this 10,000 light year void. (it doesn't matter if its 2,000 or 697,000 systems, it will all look the same)
3. Pick a star to start from...
4. Become overwhelmed.
5. Turn off Astro and do something else...

This guide will help you tame your outer space by breaking down the process of Galactic management and allow you to take control of your creativity using Astrosynthesis v2

The following is a "suggested" use of the program and is not the only way to use Astrosynthesis. I will outline what needs to be done by the user before opening the program and then outline an organized approach to creating your universe.

~~Richard Kurbis~~

Author of this document.

Part one:

Before you open Astrosynthesis!

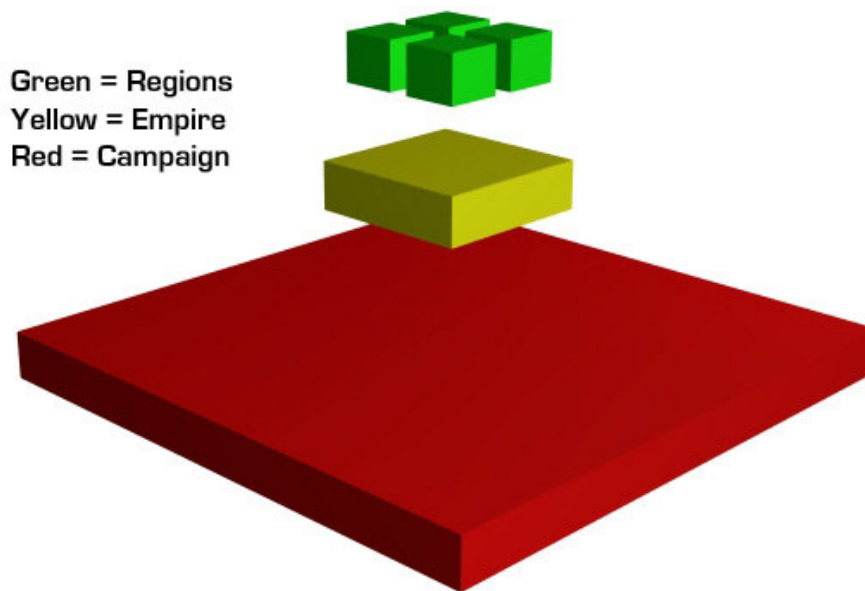
Plan ahead.

Gather all your notes or “maps” and get ready.

This will work for a small region of space or an entire galaxy.

First off, you must organize your data into small workable regions.

The Scope of the Organization:



Overview:

Your map must be divided up or broken down, into smaller “**regions**“, preferably in collections of up to 10-20 star systems which are easy to see and manage.

Smaller **region** sectors will be completed and imported into an **Empire** sector, then the **Empire** sectors will be imported into the “**Campaign**” sector.

So divide up your content, make a list of star systems for each region.

A **region** can be a province or a district (within a large **Empire**), or an empire on its own (among many).

In some cases you might have many province **regions** to make, and then import these into an Astro file that will complete an entire **Empire** sector and then import the completed **Empire** sector into an Astro file with many other Empires.

How big should my overall Campaign be?

This would depend on the travel capabilities of your entities, and if you are replicating an existing map such as Starwars or Star Trek (or your own existing maps).

Even though you can create 500,000 regenerated systems, there is no possible way that you can use all that information. It's simply too much. Even if you were simply viewing each system, one after another, each hour of the day, every day, it would likely be impossible to see them all.

Shape?

This depends on what you are comfortable with. Spheres and Cubes are the options, however you can mix them. Just remember that your **Campaign** area (which everything gets imported into) is the dictator of the final look of your map. (Sphere provides a longitude overlay, cubes provide a grid overlay).

Part two:

Working in Astro! (the **Campaign** sector)

You must have a scope envisioned for your finished **Campaign**.

If you are creating a galaxy sized map define your **Campaign** area in an empty Astrosynthesis file.

Defining Subsectors?

You will also take note of the X,Y, and Z coordinate system (See your Astrosynthesis Help file)

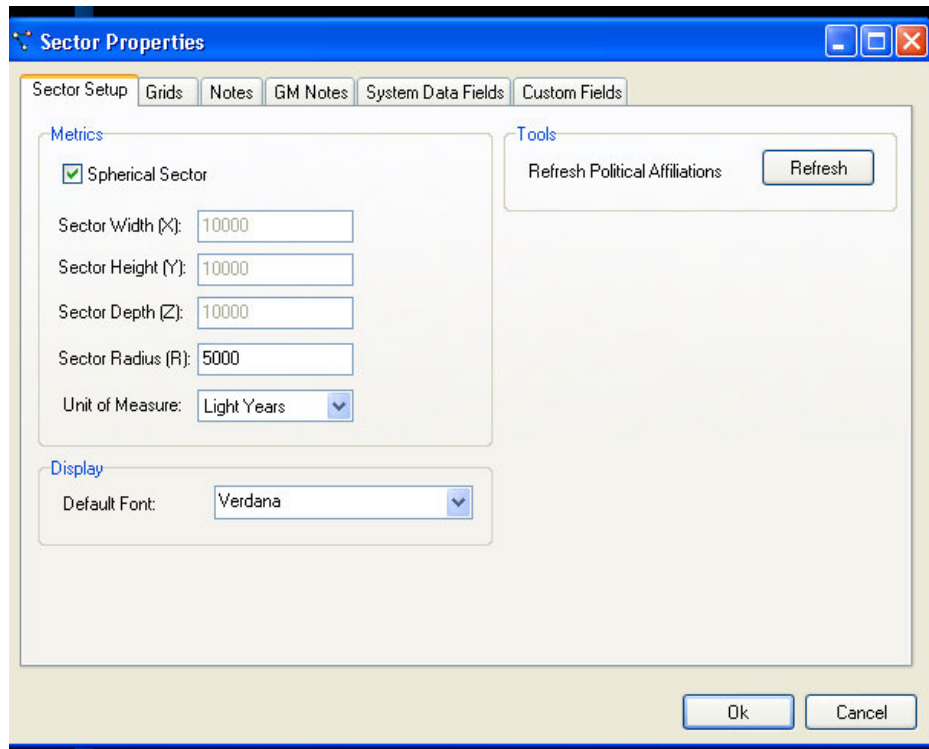
You might want to have no Subsectors actually defined on the Campaign scope of the map, its entirely up to you, however keep in mind that larger Campaigns might be more manageable in the view if you could turn off a few stars. You can turn off Subsectors (not in use) to provide a less choppy experience.

You can also use the Subsector name as an **Empire** name, you can define the area and location of a Subsector.

After figuring out the entire **Campaign** area, be it a mere 200x200x200ly cube or perhaps a 5,000ly radius, place markers on your empty Sector. These markers will be used to help you map out where you are placing your **Empires**.

Set up your Sector by opening up Astrosynthesis, it will default an empty Sector for you.

At the Menu-bar, choose 'Sector' and 'Sector Properties'



From here enter the size of your map.

In the above example I've designated the map to be a size comparable to a dwarf Galaxy. 10,000ly across.

And I set the grid settings to sphere grid with radial ticks of 5 degrees.

Now understand that this area will eventually contain all the systems.

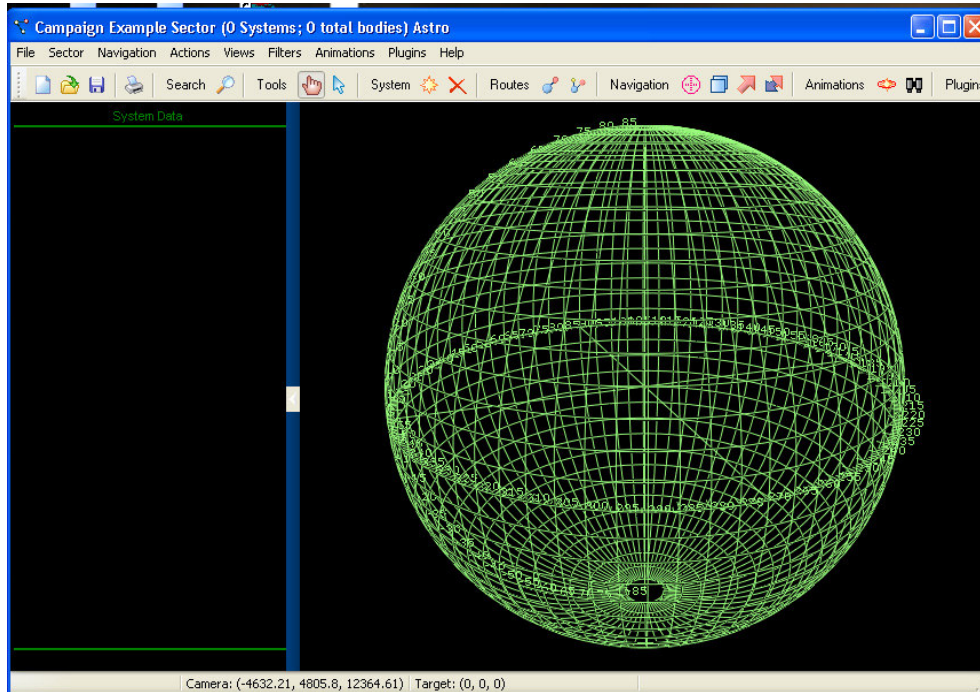
As it stands now as an empty void, it will be very easy to place markers.

Markers will be used to indicate the placement of your **Empires**. A marker is a defined point with an X, Y and Z coordinate, and this information will make it much easier to place your empire exactly where you want it when you import it.

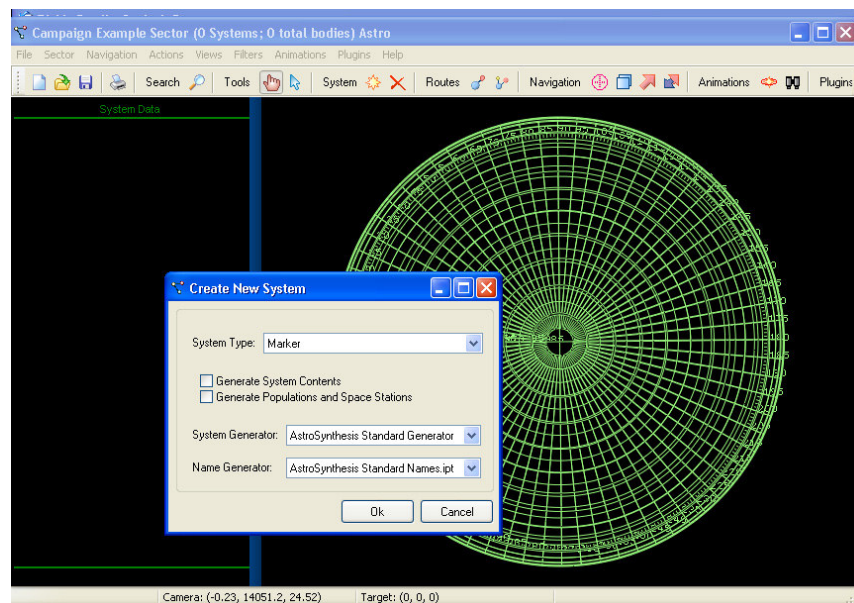
Also you can place markers on this Sector and move them around with ease, allowing you to tweak the location.

Also note, your RAM is very important. With more RAM, you can build some very large maps.

Your **Campaign** sector area should look like this after you zoom out a bit.



From Top view, (position your camera to look down) start creating markers: 'Actions', 'New system' select "marker" on the dropdown list and deselect the generation of any contents.



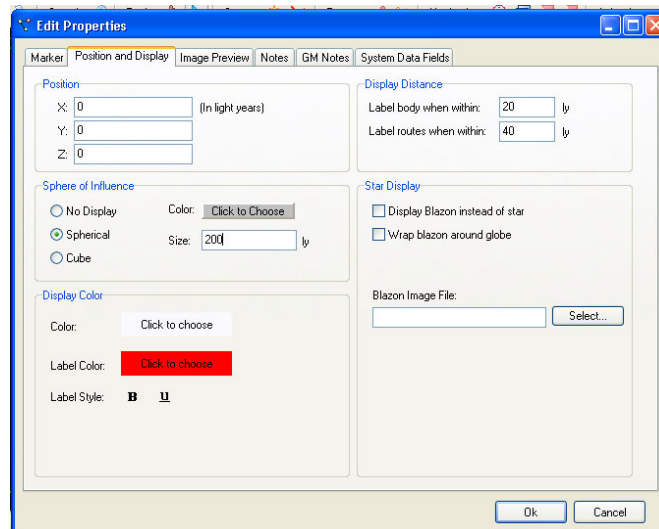
I've named the marker Identifying it as "Empire A", its also good to designate it under a political affiliation (for easy search/find).

It is also a good idea (especially in a large Sector like this) to give it a sphere of influence with a spherical display color radius of 100ly. Now you will be able to see it no matter how zoomed out you are.

Oops!... Where is that marker????

Easy to find, do a search, search with all systems will bring up all of your markers.

Now let's select that marker and bring up its properties:



I've changed the XYZ position to read 0,0,0.

This will place the marker in the dead center of my map.

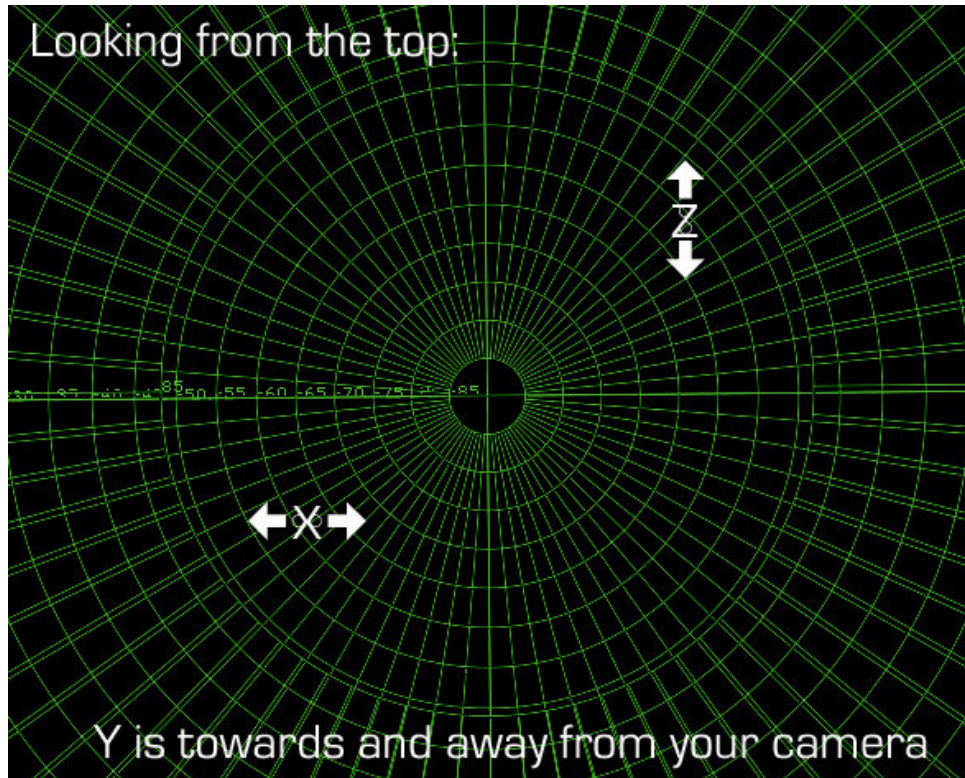
I then changed the sphere of influence to spherical and size of 200ly (I use reading glasses).

For those about to ask what is the X, Y, and Z positions???

I'm used to working in X,Y,Z coordinates. Very easy for me mainly from my years of working in 3D software.

But not everyone has acquired this knowledge.

The numbers you can input can be positive or negative numbers based on the axis of an X, Y and Z coordinate.

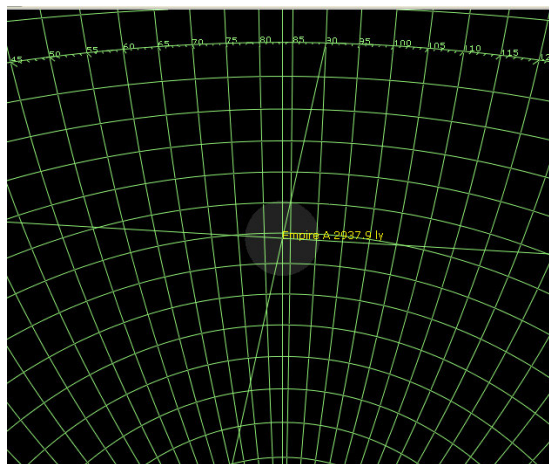


This diagram shows what direction X,Y and Z influence when you change those numbers around.

Practice with your new marker.

Position camera to Center on target (your selected marker)

View the marker on a perspective (move your camera):



Increase the values from positive and negative by a good increment.

For me, I'll use +/- 500ly to see the changes in position because of the vastness of my sector.

Try out all of the positions of X, Y and Z. Believe me, doing this will help you a lot in plotting out your marker locations.

Come on... do it. It will help you understand this.

Once you are finished playing around and understand the concept of moving your markers using X, Y and Z coordinates, start moving your markers to their map positions.

Place one marker to indicate the dead center of an **empire** location.
This can even be the location of the empires home system.
Place markers for ALL **empire** centers.

You can place them anywhere, higher, lower, isn't 3D great!

Once you are finished, save your Sector.

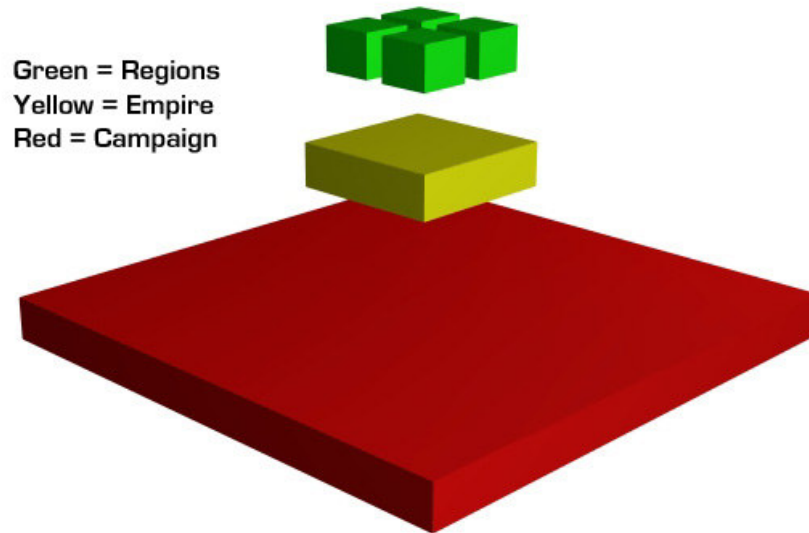
Part three:

Working in Astro! (the **Empire** sector)

Now depending on the size and scope of your **Campaign** and the amount of systems each **Empire** has, you may or may not want to break down your **Empires** into smaller **regions**.

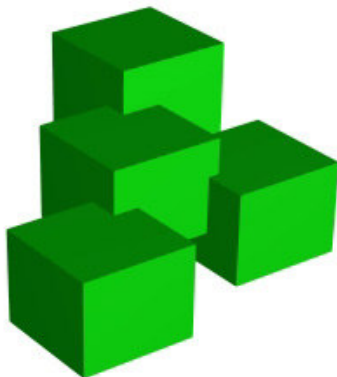
Here is that picture again:

The Scope of the Organization:



If an **Empire** consists of up to 20 systems, its safe **to not** break your **Empire** into **regions**. Unless you really want to.

If you do want to beak them up, keep the following in mind:



Now understand that you can put **regions** together in a non uniformed stack within your **Empire** sector. They can even overlap if you wish.

Your **Empire** sectors must be built with markers to help you import each **region** into its proper place, this is the same as creating your **Campaign** sector only on a smaller scale.

So start off with a new sector file for your first **Empire**.

How big should my **Empire** be?

Entirely up to you, its you who will be doing all the work, do you think you can handle each **empire** in a 100 to 500 system network of 10 or 20 or so **regions**?

For my liking, I prefer to make **empires** span 20 habitable systems MAX!
That's plenty of room for adventures to take off from.

If your **Empire** spans across the entire galaxy (ala' Starwars) and numbering 20-30 systems total then you wont need to do this **Empire/region** importing.
Just use the XYZ coordinates in your **Campaign** map and move each system in its place.

Or create each system in its own single system mini-sector. Edit the system and then save it. Then open your **Campaign** sector and import the mini-sector over a marker coordinate on your **campaign** map.

If your **Empire** is a manageable amount of systems (up to 20) within a single sector file here's what you can do:

Create/generate the handful of systems within the bounds of your **Empire** Sector.

Edit each system to your liking.

Make sure to use the political affiliation. Designate your system under the political influence of the **Empire**. Then do the same for the planets within the system, you can also have multiple political affiliations in the same system, but there can be only one affiliation designated for the system as a whole.
Once you are finished editing, generating and creating. Save the **Empire** sector under an adequate name.

If you have a home system that is important to place on the dead center of your **Empire** marker on your **Campaign** map, ensure that the home system is placed on the 0.0.0 coordinate of the **Empire** sector.

How to import your **empire** sector into your **campaign** sector?

WARNING! READ PART FOUR

Open your **Campaign** sector.

Search and find your marker for the **Empire** you wish to import.

Write down its X,Y, and Z coordinates.

Go to 'File', 'Import', 'Merge and update sectors'.

Browse out your **Empire** sector file and choose

"Center on specific coordinates:"

Type in your marker coordinates (that you wrote down)

Hit the Import button and you now have your **Empire** in position on your

Campaign map.

Proceed with the next **Empire**...

When creating an **Empire** sector with several **region** sectors, you can follow the same procedure:

Make your empty **Empire** sector, populate it with your **region** markers and save it under an adequate name.

Now create all of your **regions**:

Create/generate the handful of systems within the bounds of your **region** Sector.

Edit each system to your liking.

Make sure to use the political affiliation. Designate your system under the political influence of the **region**. Then do the same for the planets within the system, you can also have multiple political affiliations in the same system, but there can be only one affiliation designated for the system as a whole.

Once you are finished editing, generating and creating. Save the **region** sector under an adequate name.

If you have a **region** home system capital, that is important to place on the dead center of your marker on your **Empire** sector, ensure that the home system capital is placed on the 0.0.0 coordinate of the **region** sector.

Then after all your **region** sectors are created, import them into your **Empire** sector, over the designated markers

What do I do with these markers now that I've finished importing?

Easy, search all markers (now you might want to keep them in place for any future importing and updating so you might just want to make them hidden) and delete them... but only if you want to.

Future sector Updating?

Having all of these sector files (**regions** and **empires**) in nice little packages makes it easier to edit everything.

Astrosynthesis 2 can also import to 'replace' existing systems, so having your stars in separate sectors is a feasible alternative to editing a huge swath of stars.

*****Creating and Saving views centered on each Empire or region is a great way to keep track of locations.*****

Under the Menu, 'Views', 'Add a view' will save you a ton of time locating areas of your campaign.

Part four:

Creating “wash” systems.

Before you start importing, you may want to create “wash” systems. These are non-content generated systems. Simply systems with no contents except for their system definitions.

These will be a sprinkling of oddball systems that fill out all of the empty space between your **empires**.

If you are creating a background for your role-playing game, this adds to the exploration aspect (and more fun for the GM).

If your explorers chose to visit a wash system, the GM can immediately create or generate the contents directly on the **Campaign** sector map.

Keeping all wash systems initially empty allows for minimal loading times for Astro. Keeps the file size to a manageable level allowing your RAM more breathing space.

An easy way to create wash systems:

Create a sector equivalent in size of your entire **campaign** sector.

Generate a wash of systems, remember to toggle the “Generate Stars only” radio button. and toggle **off** the “generate populations and space stations” options (unless you really want them on).

When satisfied with the generation of wash systems, import them into your campaign sector.

WHEN you import these stars is up to you. You might want to add these after importing all of your **Empire** sectors or you might want to do this before importing **Empire** sectors (in case you want to move your markers to align better with the wash clusters).

Designating a political affiliation on a System also help in combining systems together with trade routes.

The search tools can look up “systems only” and allow you to connect all yours politically aligned worlds with ease.

This works well after importing everything into the campaign sector.

Well I hope this guide helps all of you Universe creators.

The key to Astrosynthesis management is organization, dividing your map into separate sector files really helps in arranging the systems in the way you want.

And I hope this document inspires you Astrosynthesis users to create with a little more flexibility.

~~Richard K~~