

The Vintyri™ Project

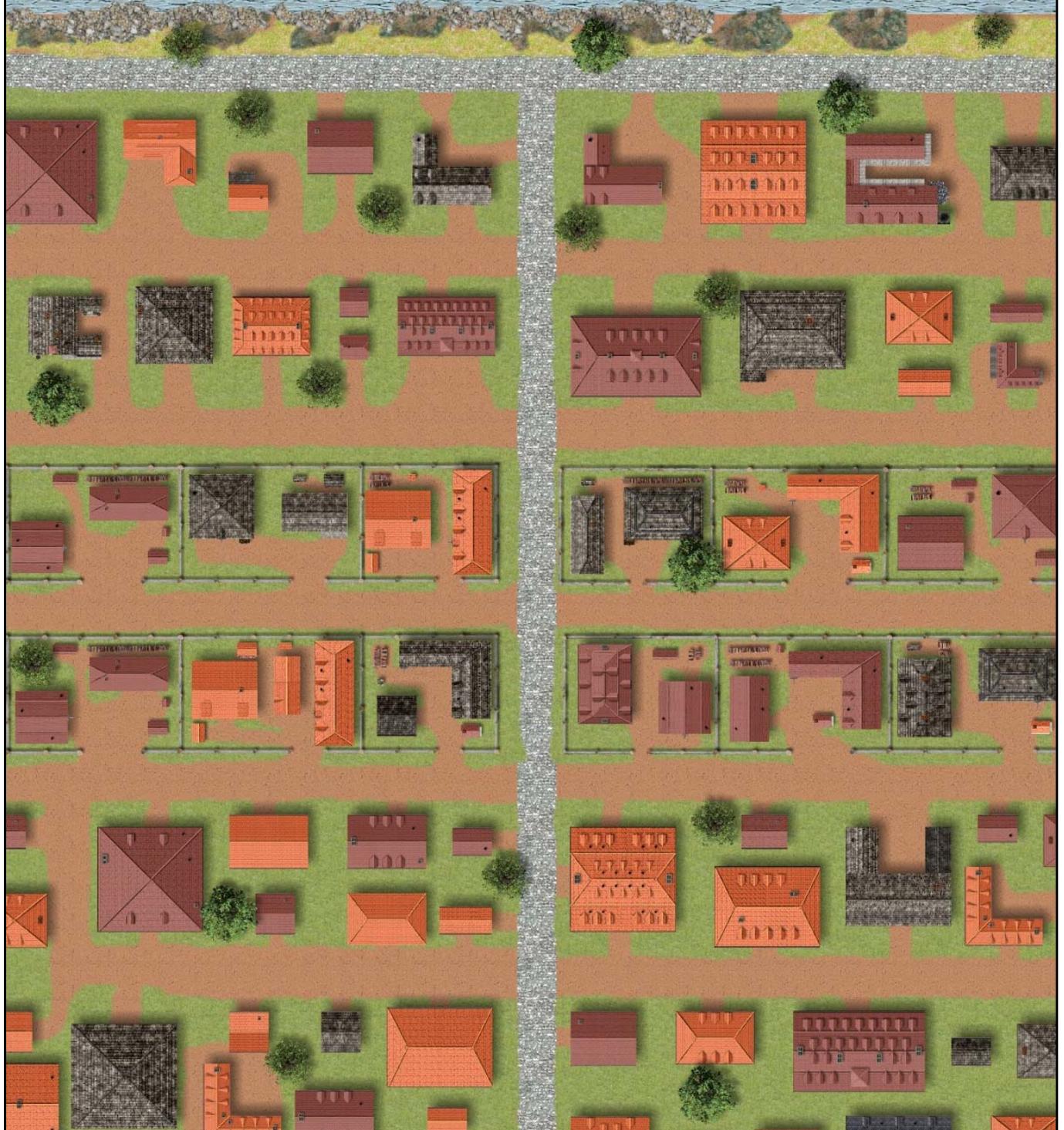
TM

Cartographic Collection

EXPANSION



City Block Symbol Presets for Fractal Mapper™ 8 Version 1.01



Compatible with the Dungeons Daring™ Role-Playing Game
and the JÖRDGARD™ Campaign Setting



City Block Symbol Presets for Fractal Mapper™ 8

Version 1.01

Product Code: VCX1-0001

Authored by the *Vintyri™ Project*

Slate roofs by Evil Empryss - Wooden Shingle Roofs by Constantin Malkov

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Front cover picture: Section of an *FM8* city map with *Vintyri* symbol presets. The complete cover is Product Identity.
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City Block Symbol Presets for FM8



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Fractal Mapper 8 from NBOS Software is the official mapping program for the **Vintyri** products. For more information on this product, please see the NBOS web site in Internet:

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<http://www.gmsapprentice.com>



<http://www.rpgmapshare.com>



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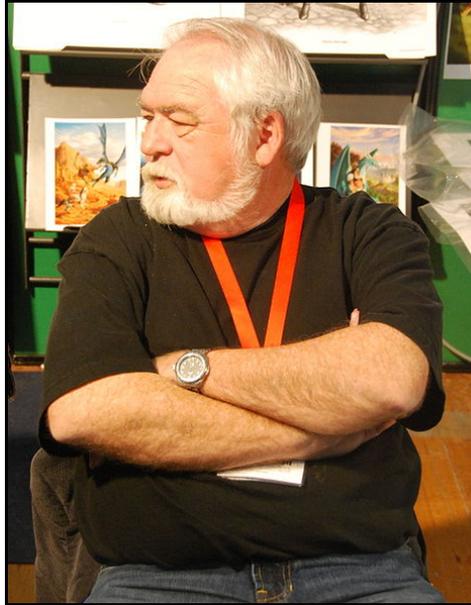


Photo by Jaqen

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The Vintyri Cartographic Collection
is dedicated to

Larry Elmore
1948-

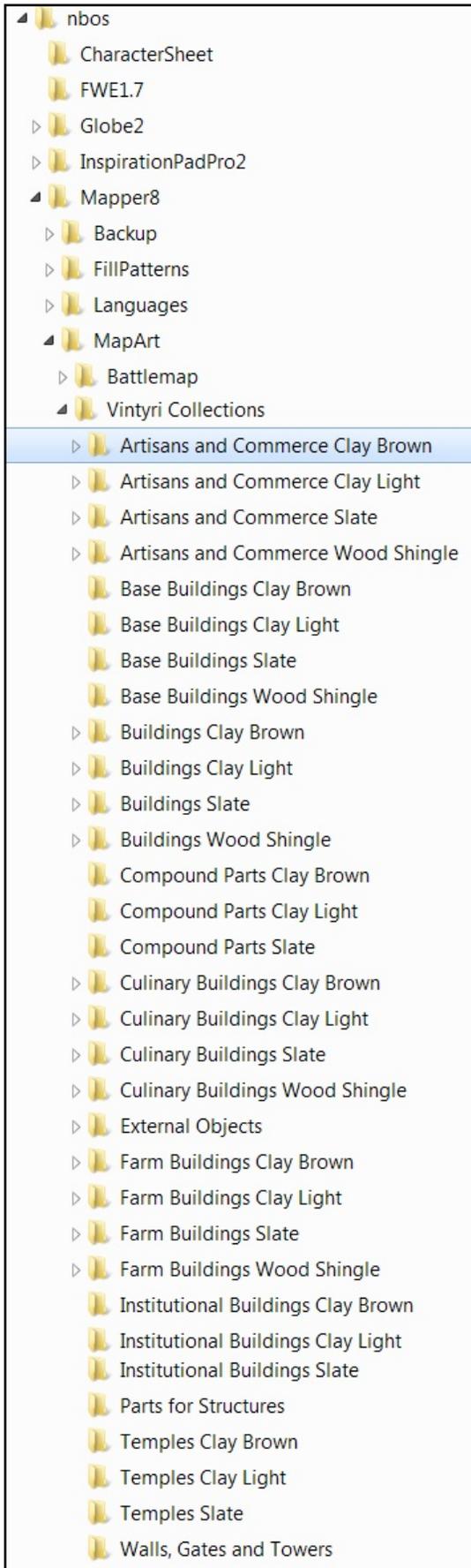
*Larry Elmore is the man who first made it possible
for us to see our paper RPG adventures*

Photo: Larry Elmore at Lucca Comics and Games, 2008

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Open Game Content

I. About Symbol Presets

1. Critical Differences Between Presets and Symbols

This collection of presets contains neither raster symbol material in PNG or JPG format nor conventional vector symbol material. It is a hybrid of *Fractal Mapper™ 8's* advanced vector graphic technology with standard raster graphics. Presets give you these advantages:

- You can place large numbers of full quality raster symbols upon your maps quickly rather than having to select and place each symbol individually.
- Presets will tax your computer's memory less than individually placed symbols.
- The technology used does not reduce the quality of the raster graphics that a preset places on your maps. They will retain their graphical quality in close zooms the same as the original raster symbols would if placed separately.

However, before you can use these presets, you must install the complete *Vintyri Cartographic Collection* (Symbol Sets 1 through 5) in precisely those folders designated by the *Vintyri Project*. If you have done this, you'll find the folder structure shown to the left on your *FM8* installation.

You can check your installation with the *Windows® Explorer*. If you used the default installation, you will find this structure under *C:\Programs* if you are using *Windows XP* or a 32-bit version of *Windows Vista®* or *Windows 7*. If you have a 64-bit version of *Vista* or *Windows 7* you'll find this structure under *C:\Programs (x86)*.

If you made a custom installation of *FM8*, you need to make your check where you installed *FM8*. If you do not have this structure, there is no point in downloading or installing the symbol presets. They all will be blank.

The reason for this is that the *Vintyri* presets contain no symbols but rather contain references to the *Vintyri* symbols in the *Cartographic Collection*. These references seek the *Vintyri* symbols only in the folder structure shown to the left. If they are not there, no symbol is found and therefore no symbol can appear.

Once you have installed the presets successfully, you need to keep in mind while mapping that these are presets and not symbols. You cannot do everything with presets that you can do with raster and vector symbols. Two key points:

- 1. The content of a preset cannot be rotated. The preset's invisible field will rotate, but its graphical content will not.
- 2. Special effects do not work with presets.

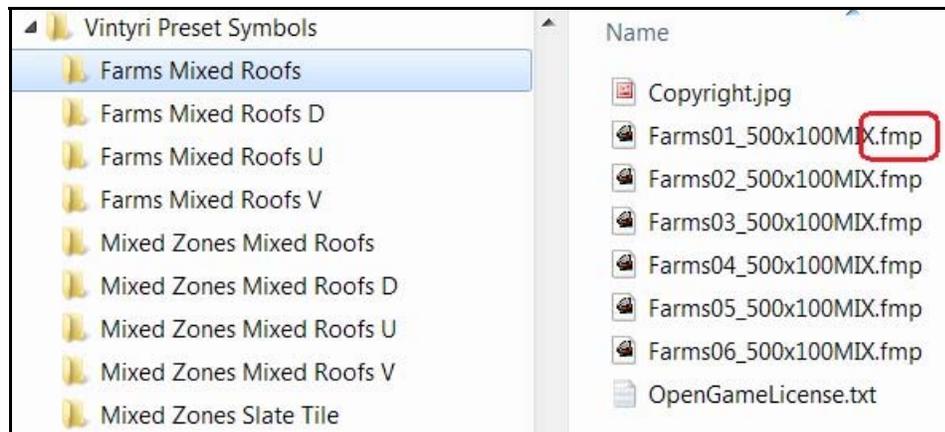
City Block Symbol Presets for FM8

- 3. If you distribute your original *FM8* maps in *FM8*'s native FMP format or post them online, other users will see only blanks *unless*:
 - 3a. They have installed all of the *Vintyri Cartographic Collection* in the designated folders.
 - 3b. They also have installed the *Vintyri Symbol Presets*.

To the specific points above:

One can, of course, apply special effects to the presets, but they will cause strong distortion of the graphical content. The symbol presets already have shadows that match the *Vintyri* standards. If you need a special effect in conjunction with a symbol preset, you're better off to:

- 1. Make a copy of preset symbol file in question. These files are ordinary *FM8* map files with the FMP extension (see the graphic below). They can be edited without restriction in *FM8*.
- 2. After you've saved your edited copy in a preset folder, you will be able to select it from the *FM8* symbol selection menu.



Symbol preset files are ordinary FM8 maps.

Open Game Content

You'll find more information on modifying and making symbol presets in the *Vintyri* tutorial *Raster Mapping With FM8*.

If you want to distribute maps you make with *Vintyri* products or you want to post them online, it's usually best to use *FM8*'s export options and export them as so-called flat or flattened maps in PNG or JPG format. However, sometimes one wants to distribute or post editable maps in the native FMP format of *FM8*. In that case, you also need to tell potential users that the maps will be useable only if they download and install the symbol sets of the *Vintyri Cartographic Collection* and the *Vintyri* presets in the designated folders.

You may have read in the *Vintyri* raster mapping tutorial how you can embed raster symbols in your *FM8* maps so that another *FM8* user will see them, even if he or she hasn't installed those symbols. However, this applies only to symbols, not to symbol presets. There is no means at present for embedding a preset in an *FM8* map.

2. Startup and Installation

When you begin to download the symbol preset ZIP files, you'll find four catalogs available for each set:

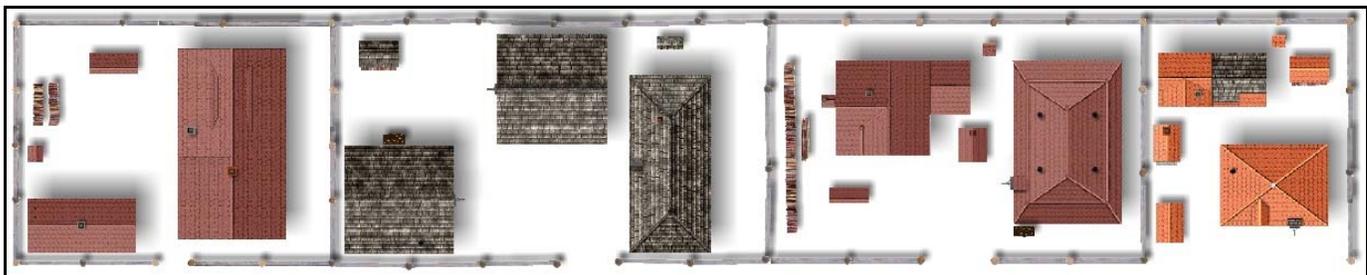
- Some have no code letter. These are the 0° or horizontal files.
- Some have the code letter *D*. These are the 45° versions.
- Some have the code letter *V*. These are the 90° or vertical versions.
- Some have the code letter *U*. These are the 135° versions (45° reversed).

Because the content of a symbol preset cannot be rotated, we have created four versions of each catalog. Each contains the same symbols, but at different angles. These are 0° (horizontal), 45°, 90° (vertical) and 135° (45° reversed).

You do not necessarily have to download all four versions of each catalog. It may be that one version is sufficient for your needs at present. If you are experienced with *FM8* or if you have worked your way through our raster mapping tutorial, you also have the alternative of downloading only the 0° or horizontal version and then making your own versions for other angles.

If you have a slow or unreliable Internet connection, this is an option well worth considering. Each of the four ZIP files has a size of more than 40 to 50 MB, for a total of nearly 190 MB.

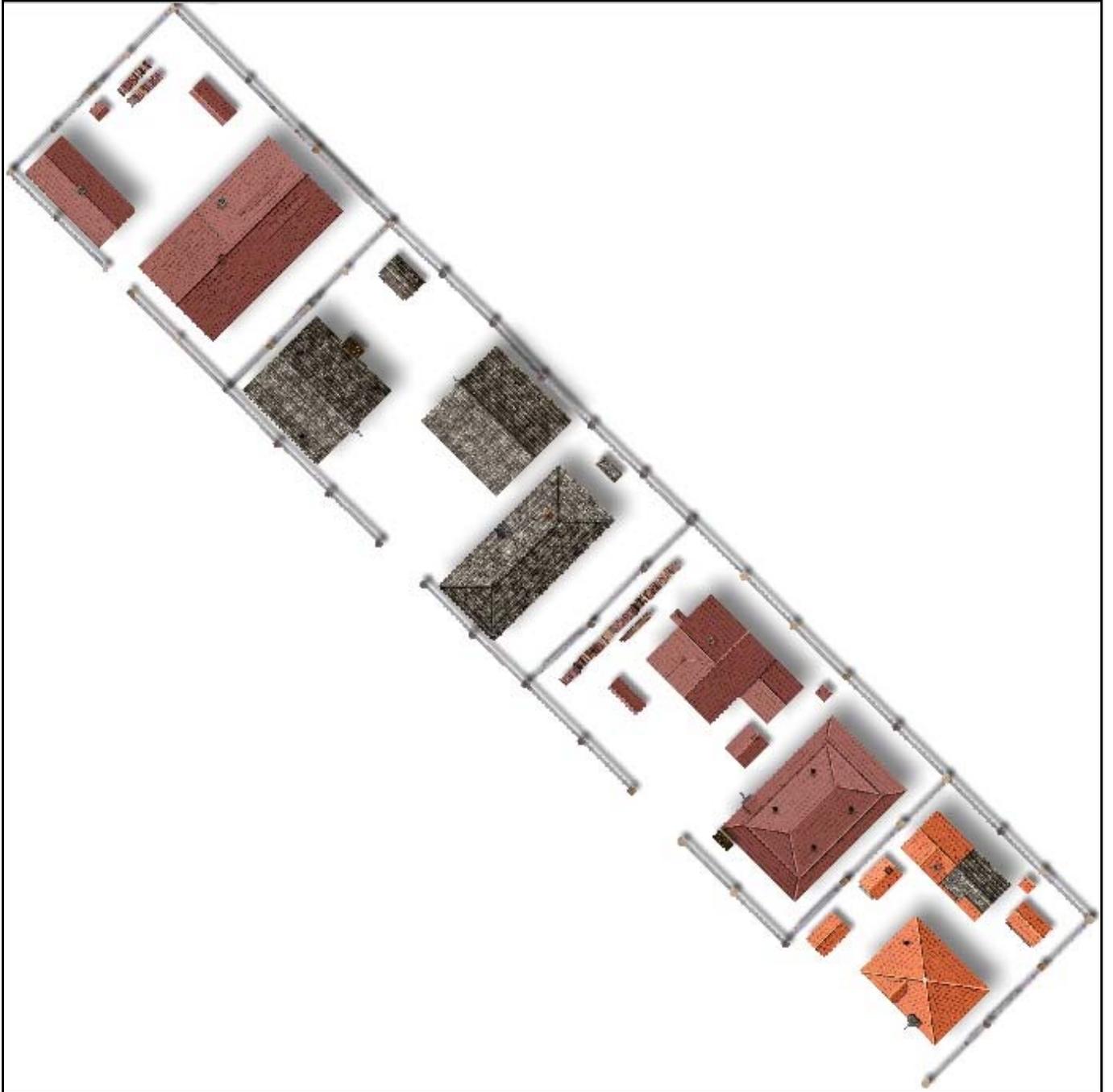
The following graphical sequence shows how each of the four angular variations will look. Please keep in mind that all white backgrounds are transparent.



A preset at 0° or horizontal. No code letter.

Open Game Content

City Block Symbol Presets for FM8



The same preset at 45°. Code letter V.

Open Game Content

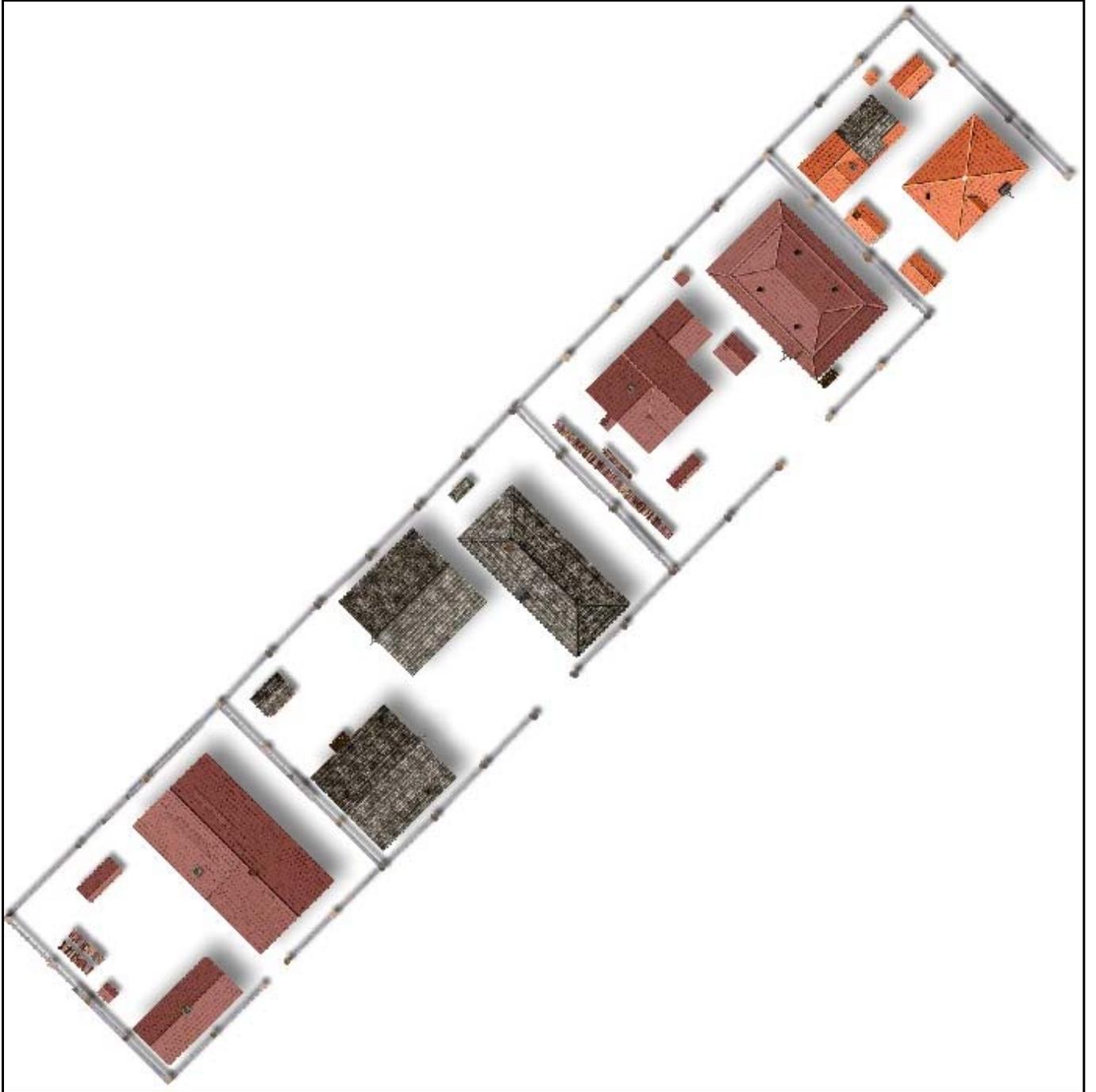
City Block Symbol Presets for FM8



The same preset at 90°. Code letter V.

Open Game Content

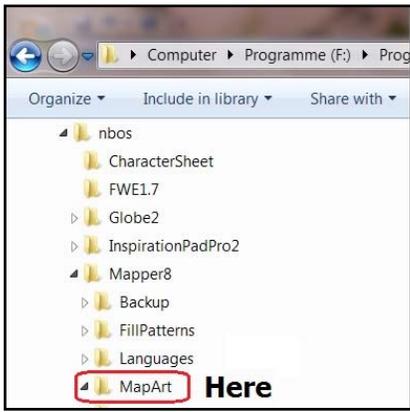
City Block Symbol Presets for FM8



The same preset at 135°. Code letter U.

Open Game Content

City Block Symbol Presets for FM8



Open Game Content

Once you've decided which files you want and you have downloaded them, you need to unzip each selected file into the NBOS folder named *MapArt* under *nbos* and *Mapper8* (see the graphic to the left).

You'll find these folders under *Programs* with *Windows XP* and the 32-Bit versions of *Windows Vista* and *Windows 7*, as explained above.

If you use a 64-bit version of *Vista* or *Windows 7*, look instead in *Programs (x86)*.

Once you've installed the selected symbol presets, your *FM8* symbol menu will be expanded with a category named *Vintyri Preset Symbols*. When you open it, it will give you the options shown to the right, if you have installed all of the symbol preset catalogs.

All of the presets have a scale width of 500 feet (150 meters). The scale heights vary between 70 and 120 feet (21 to 37 meters). The dimensions are as follows:

- Farms Mixed Roofs: 500 x 100 feet (150 x 30 meters)
- Mixed Zones Mixed Roofs: 500 x 100 feet (150 x 30 meters)
- Residential, all groups, Presets 1-3: 500 x 120 feet (150 x 37 meters)
- Residential, all groups, Presets 4-6: 500 x 70 feet (150 x 21 meters)

The dimensions in feet also are included in the file names of the various presets.



Open Game Content

II. The Symbol Preset Catalogs

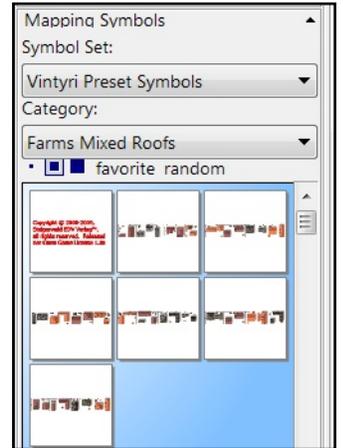
One point where *FM8* puts you at a decided disadvantage is in the selection of a symbol preset. The small graphical display in the mapping symbols menu (see the example to the right) reduces the size of the presets to such an extent that it's impossible to see what content you're choosing.

For that reason, we suggest that you print these pages, so that you can see easily what you're choosing in *FM8*'s mini-menu. Remember too that each category is available in four versions after a full installation:

- No code letter: 0° or horizontal.
- D: 45° angle.
- V: 90° angle.
- U: 135° angle (45° reversed)

REMEMBER that white background areas are transparent.

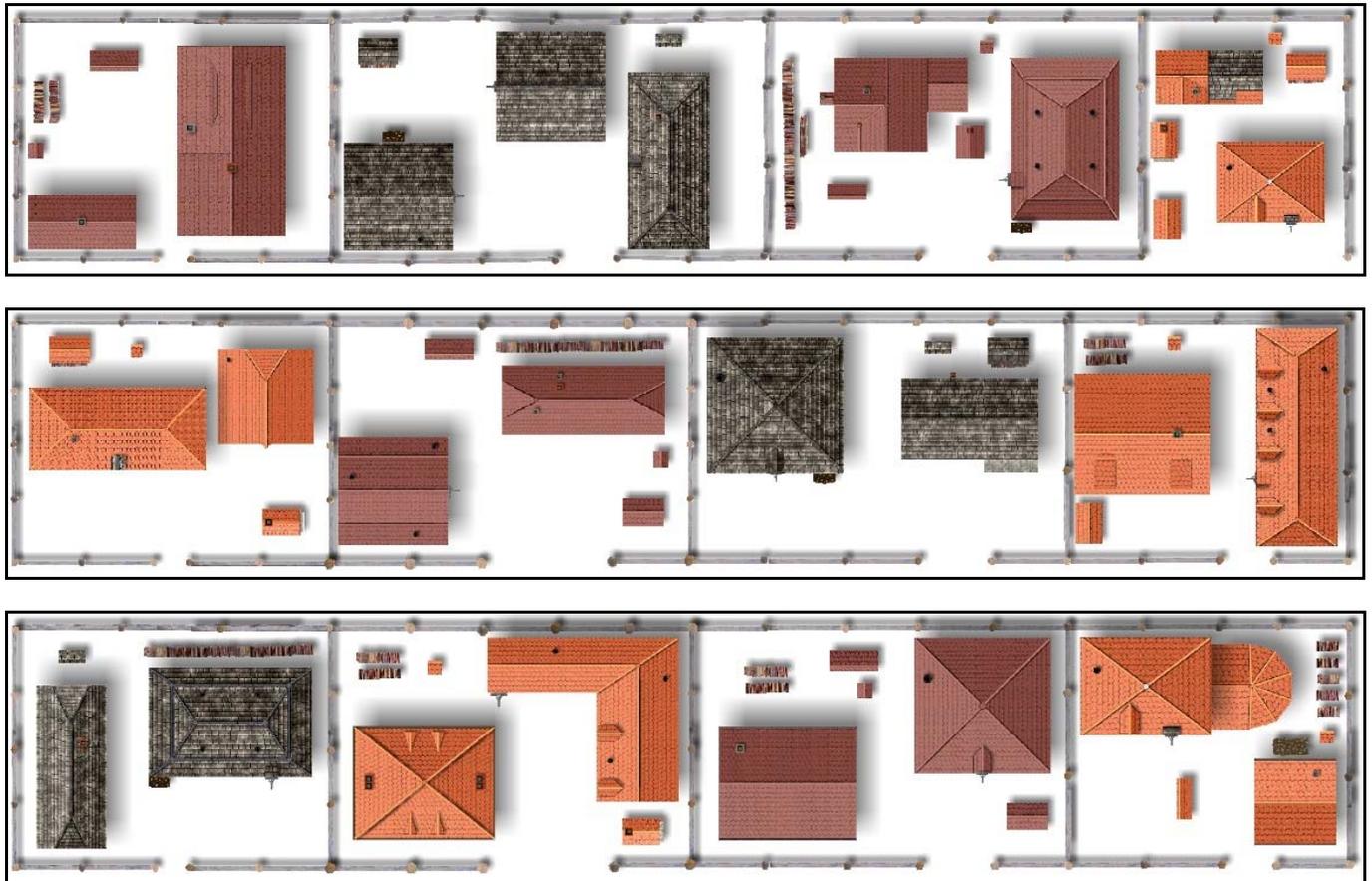
Slate tiles in the presets are by Evil Empryss. Wood shingles are by Constantin Malkov.



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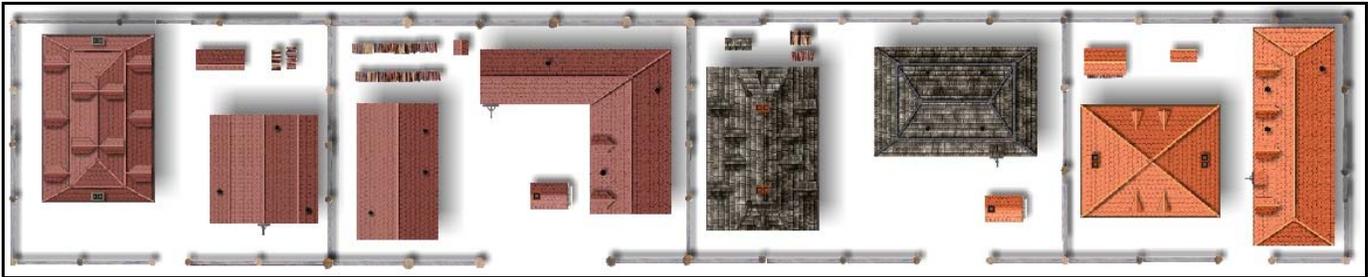
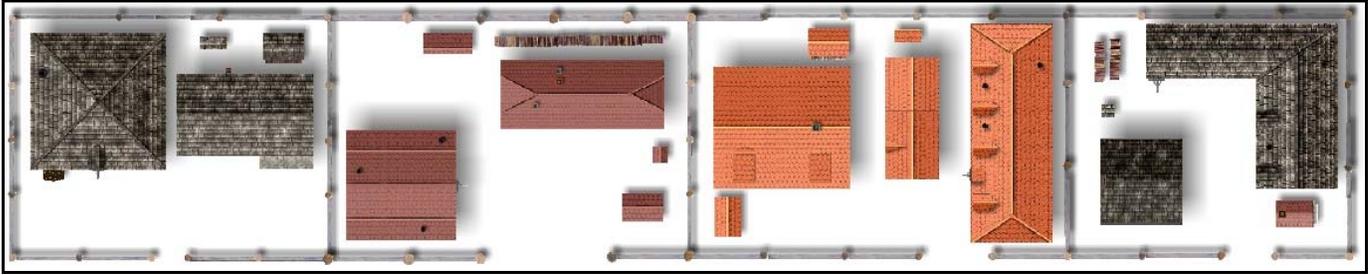
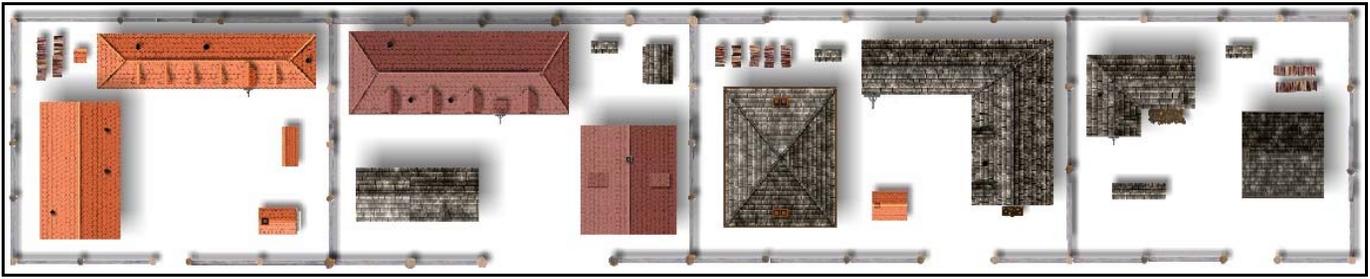
1. Farms Mixed Roofs

This set includes complete city farm complexes.



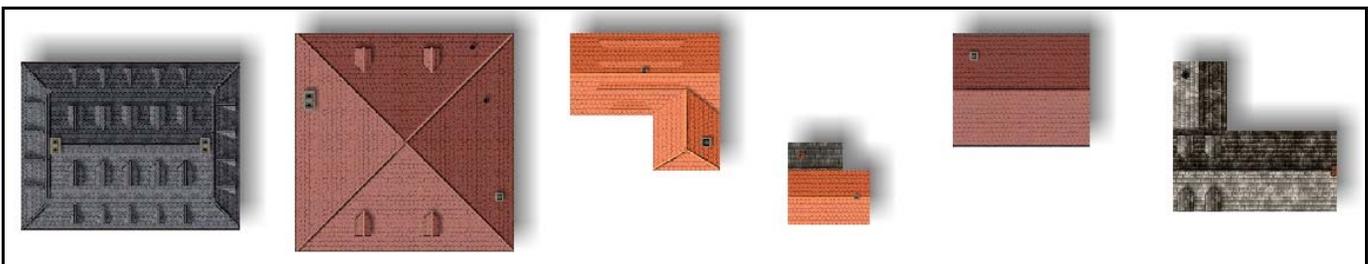
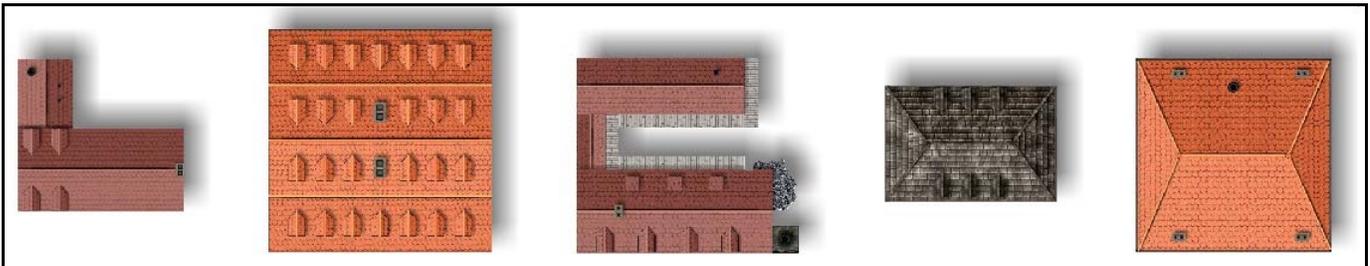
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City Block Symbol Presets for FM8



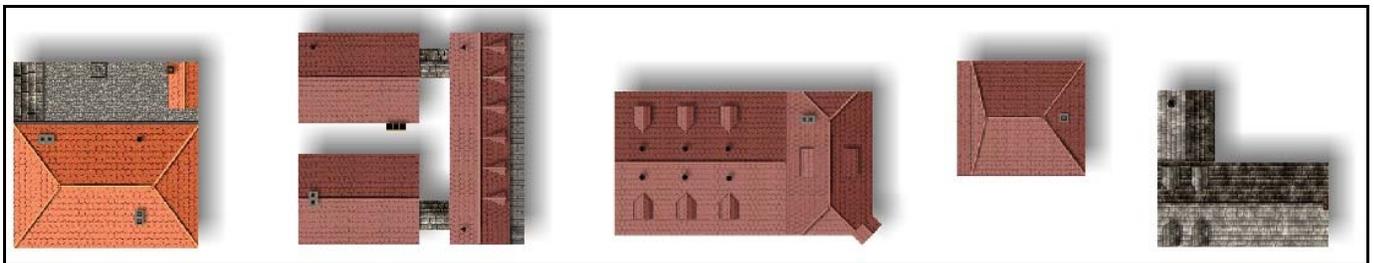
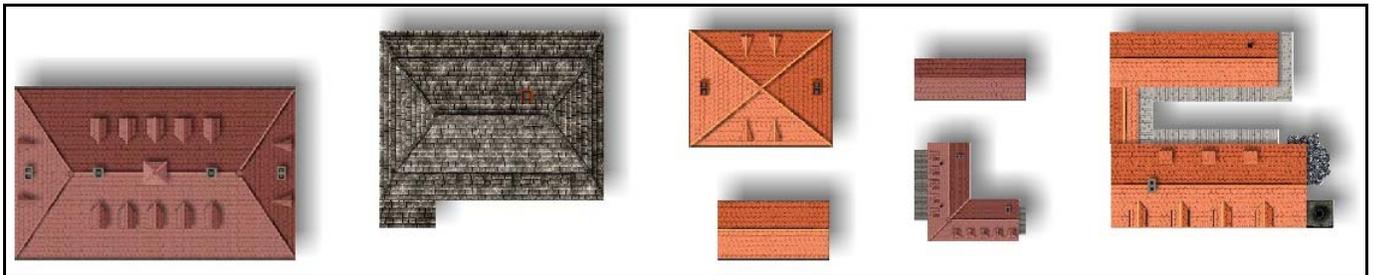
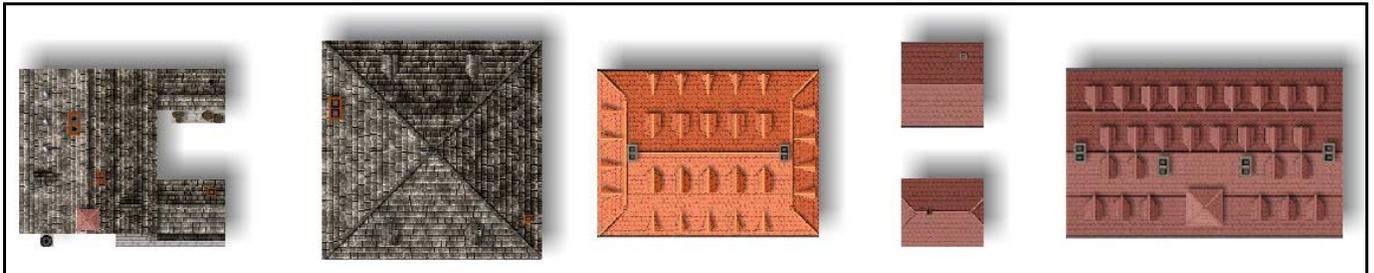
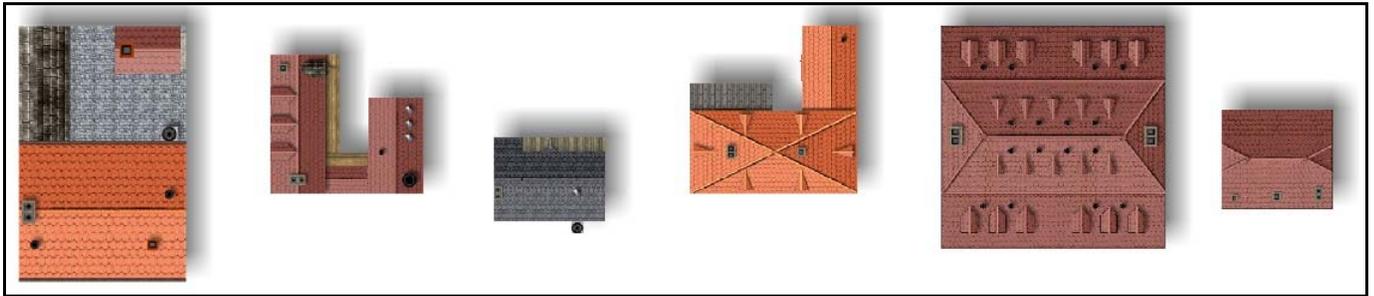
2. Mixed Zones Mixed Roofs

This set includes a mix of commercial and residential buildings.



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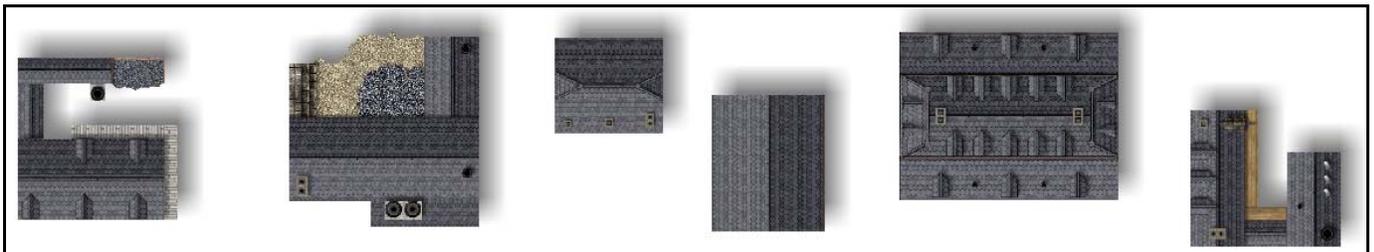
City Block Symbol Presets for FM8



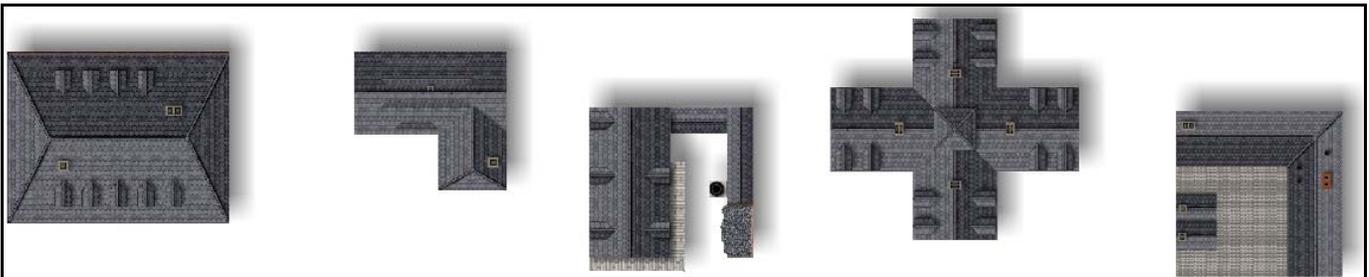
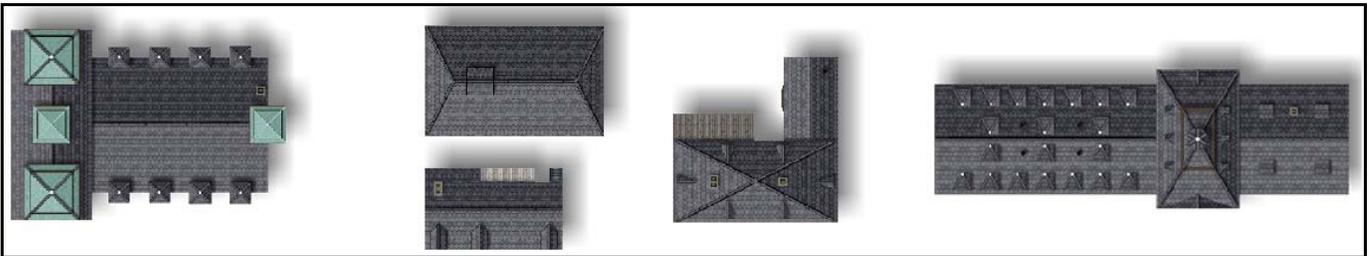
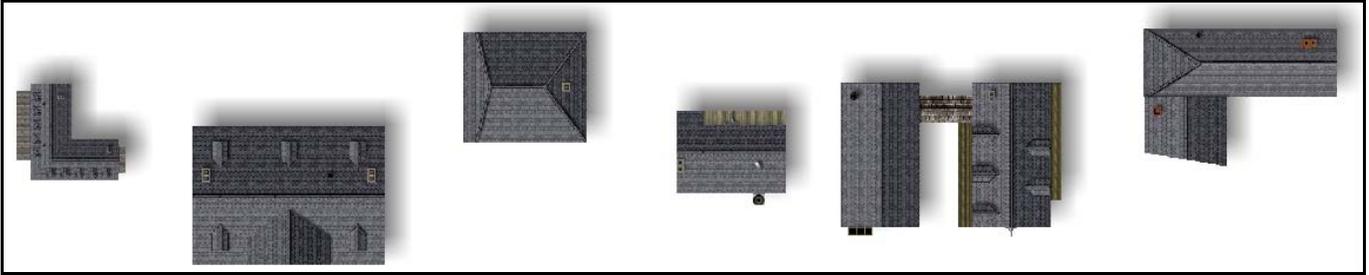
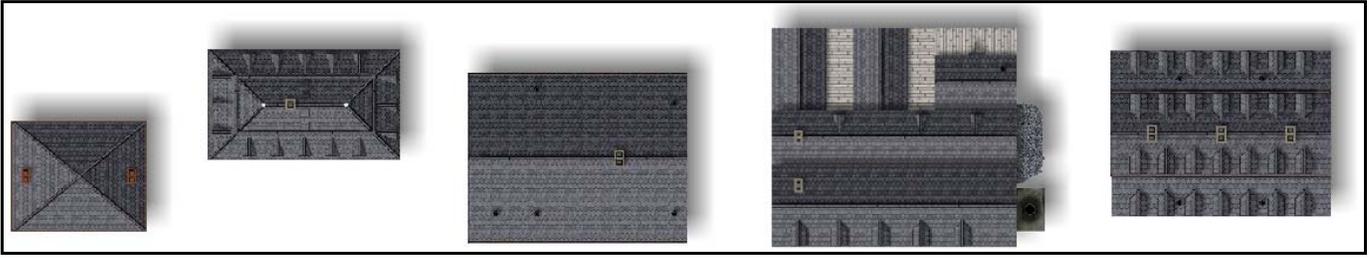
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3. Mixed Zones Slate Roofs

This set includes a mix of commercial and residential buildings.



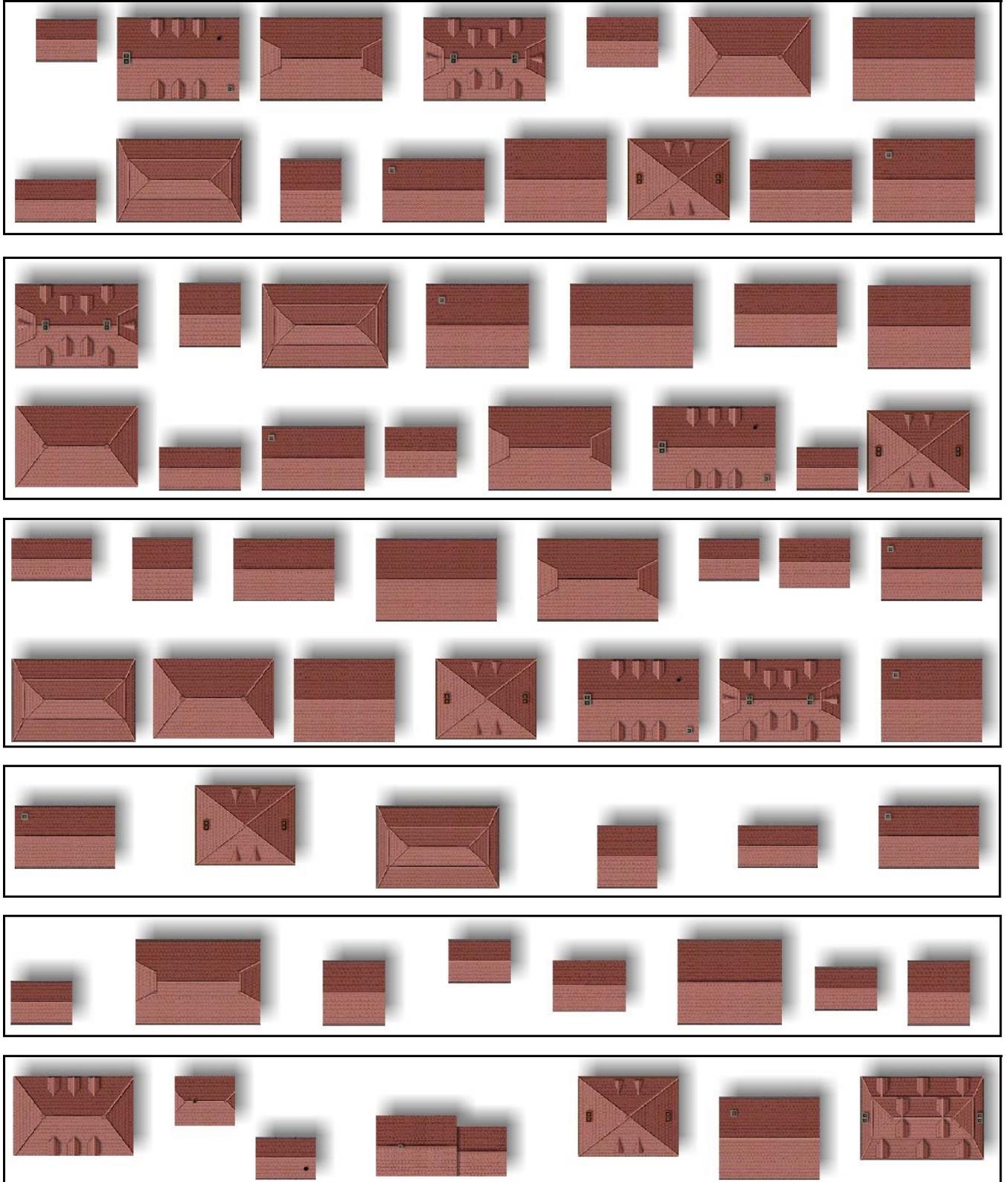
City Block Symbol Presets for FM8



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4. Residential Brown Clay Tile

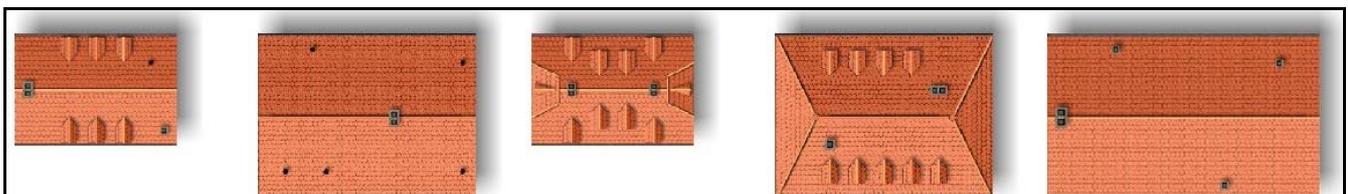
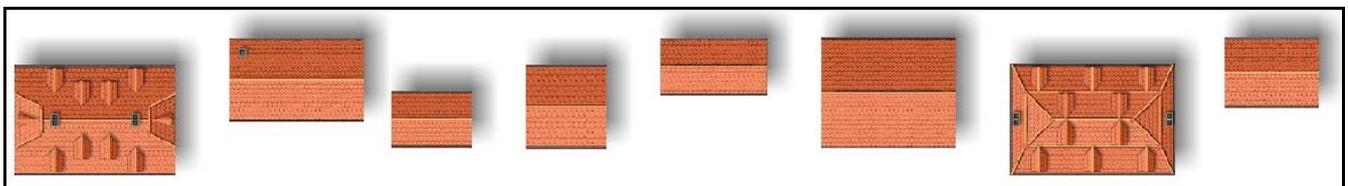
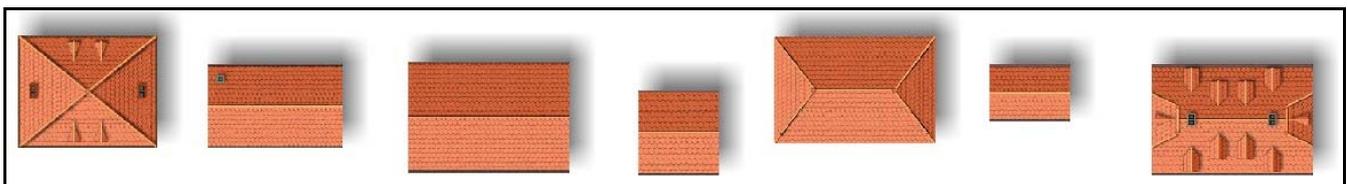
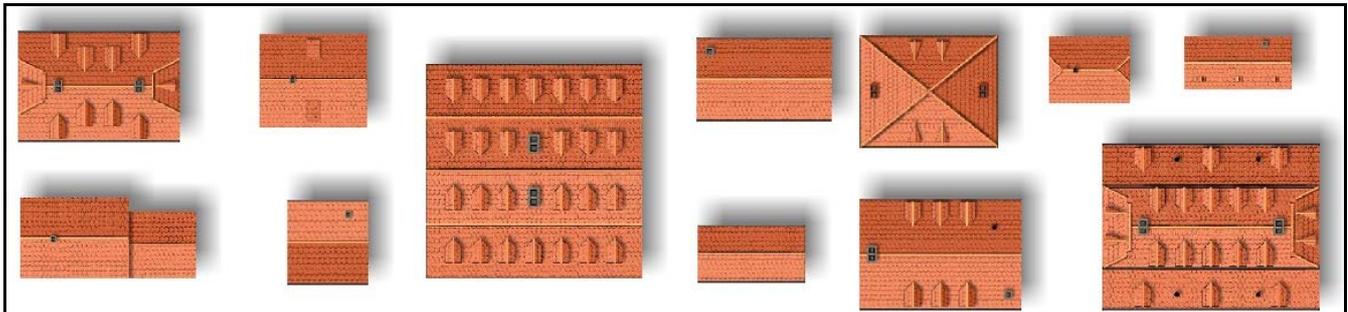
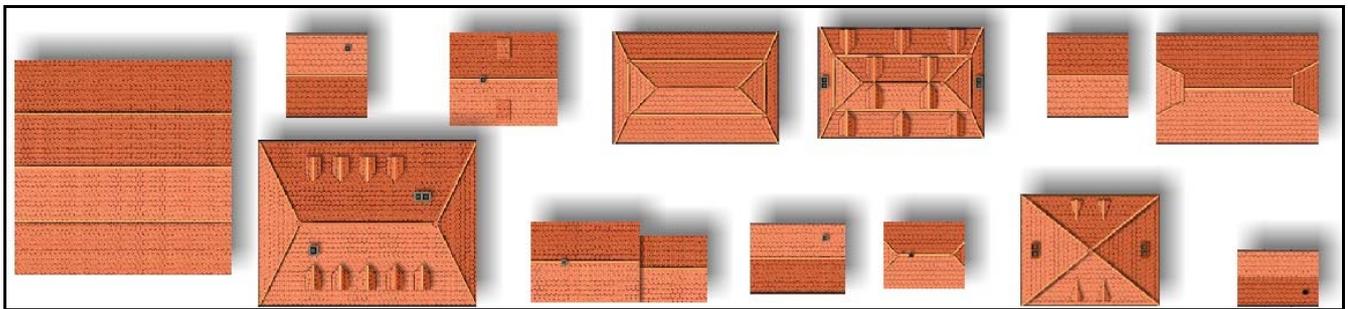
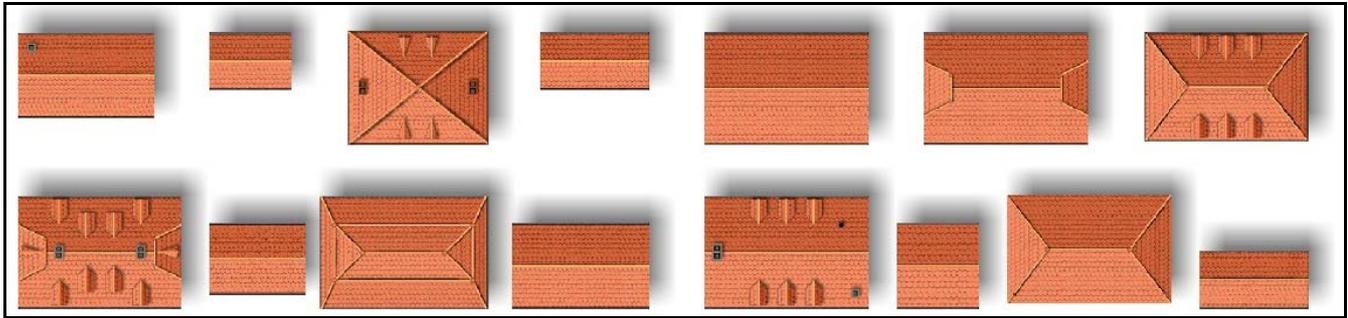
This set includes only generic and residential buildings.



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5. Residential Light Clay Tile

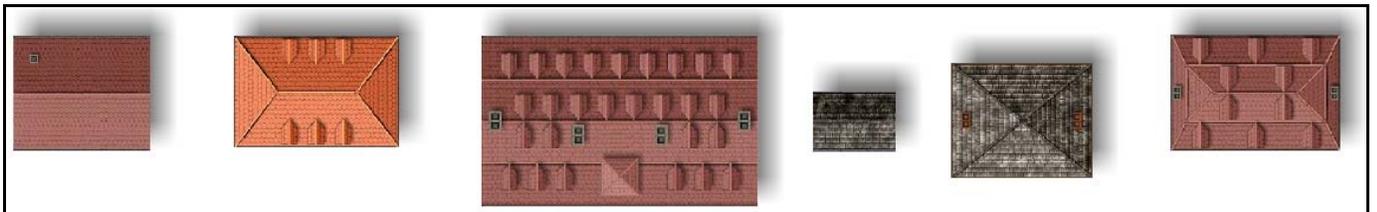
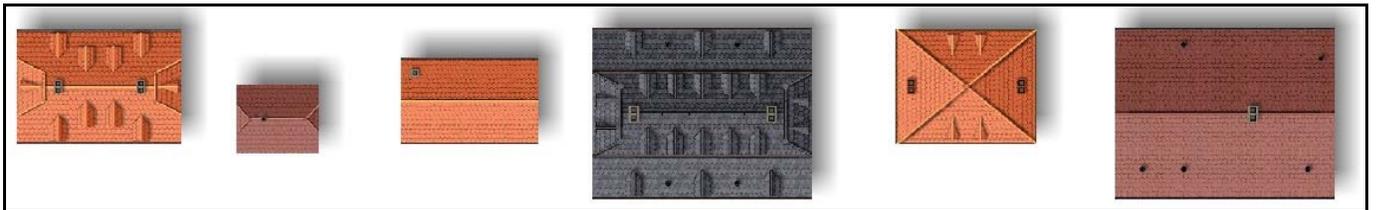
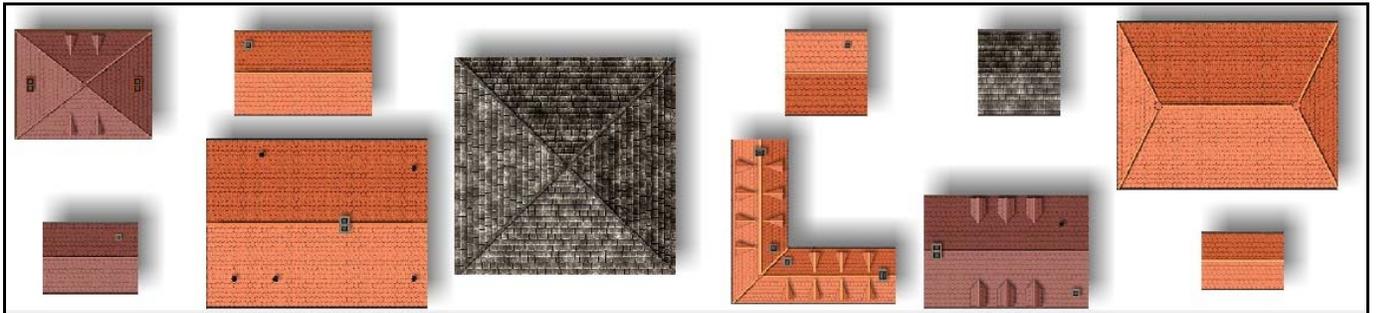
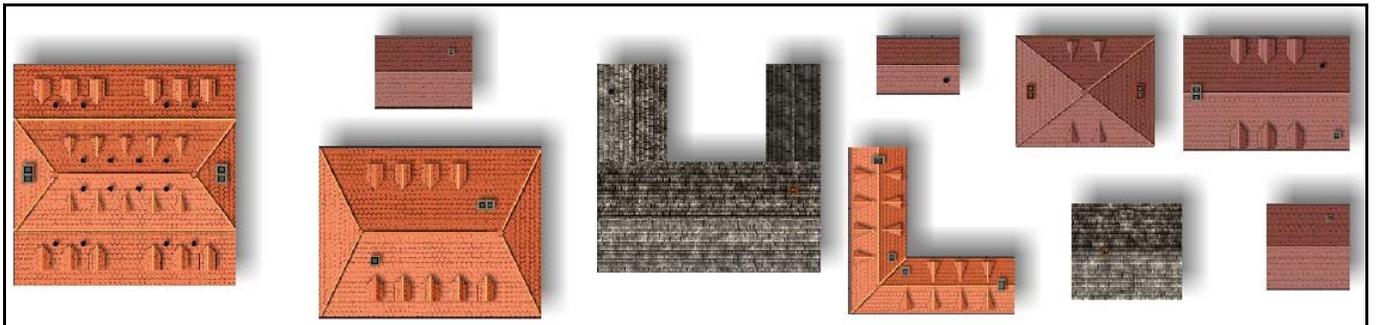
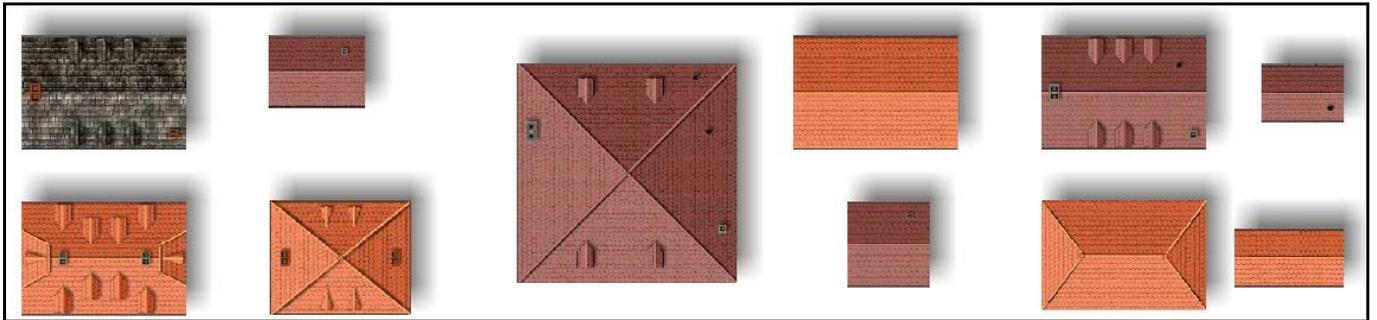
This set includes only generic and residential buildings.



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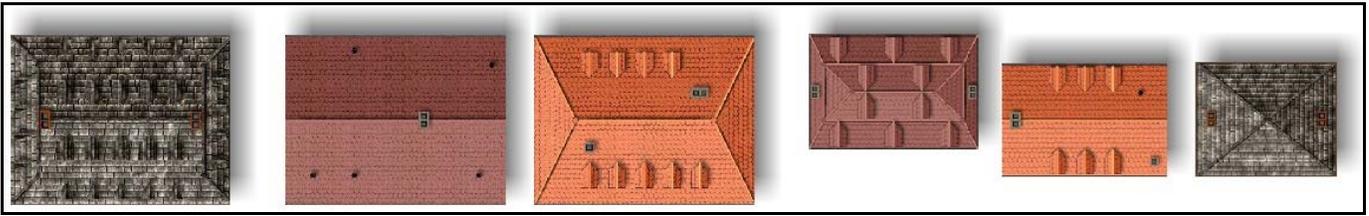
6. Residential Mixed Roofs

This set includes only generic and residential buildings.



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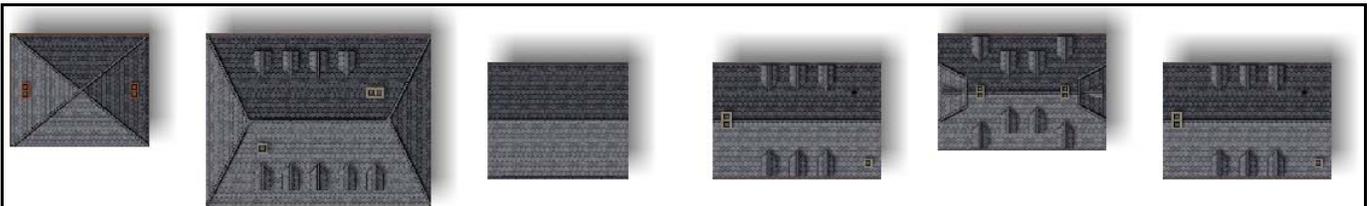
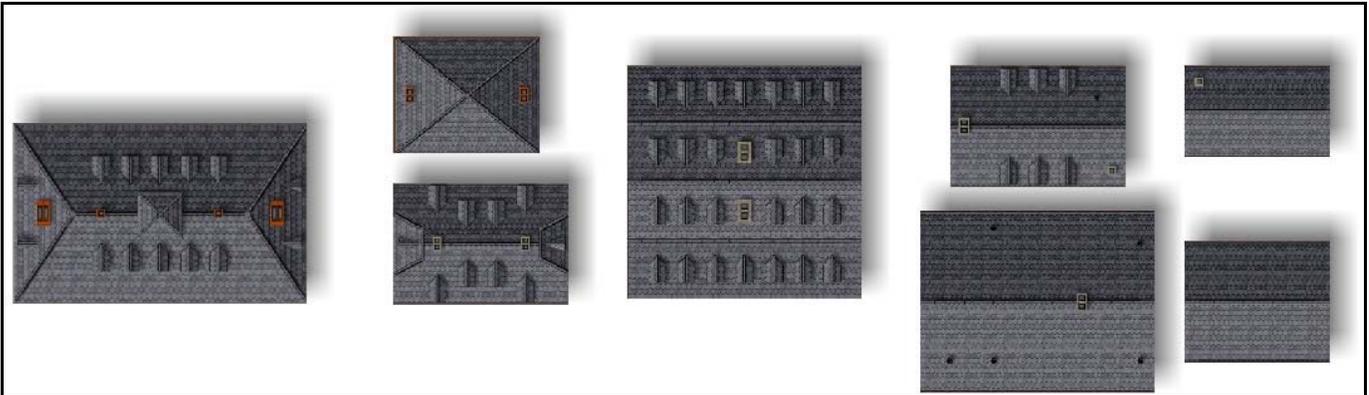
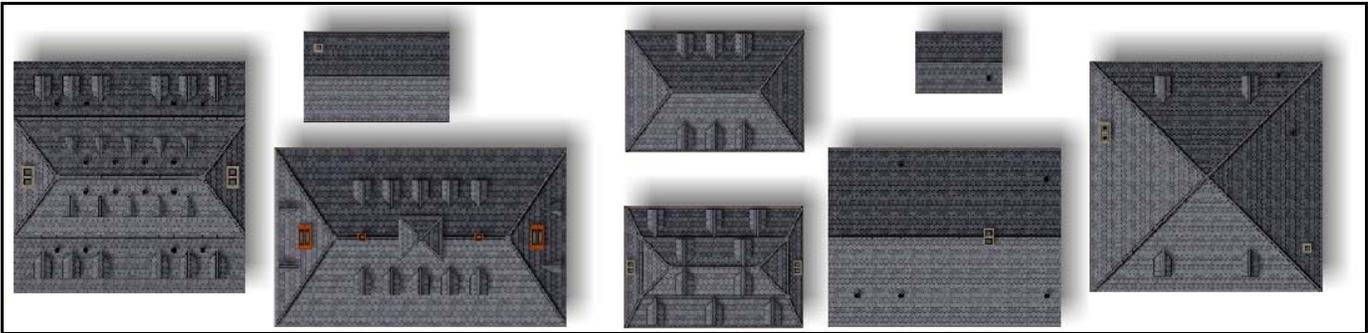
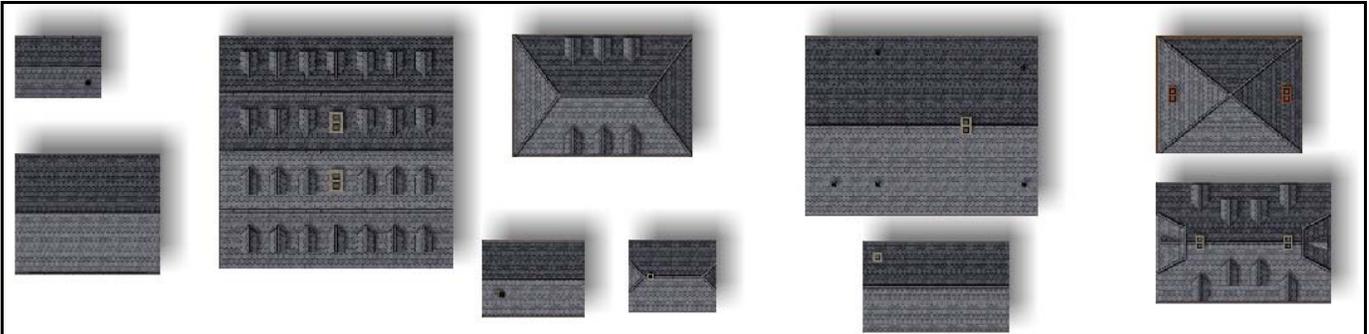
City Block Symbol Presets for FM8



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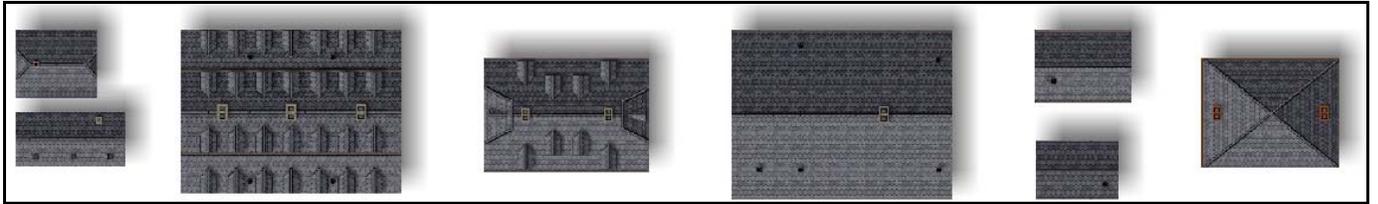
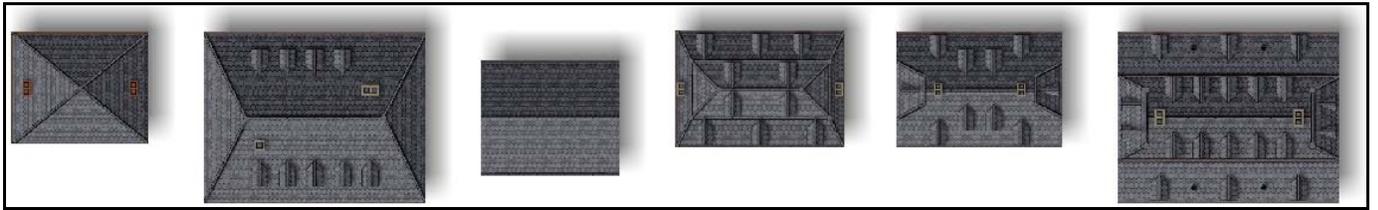
7. Residential Slate Tile

This set includes only generic and residential buildings.



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City Block Symbol Presets for FM8



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