

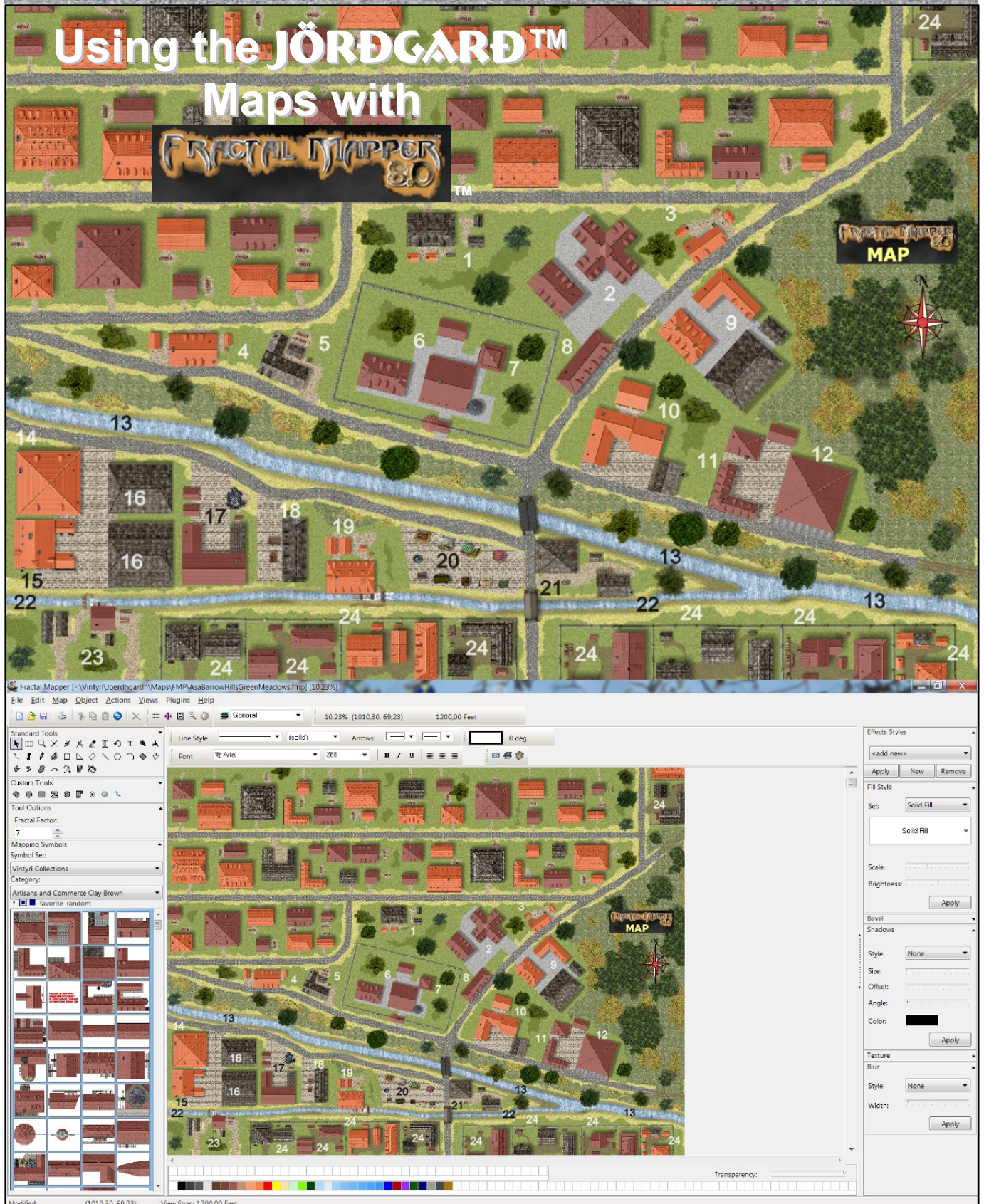


TM

# JÖRÐGARD

Using the JÖRÐGARD™  
Maps with

FRACTAL MAPPER  
8.0™







A Fantasy Role Playing world

**Using the Jörðgarð Maps  
with Fractal Mapper™ 8  
Version 1.0**

**Product Code: JCS2-0001**

**Authored by the Vintyri™ Project**

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Steigerwald EDV™ Verlag, Am Hasenlöhle 12, 91481 Münchsteinach, Germany

E-Mail: [info@vintyri.org](mailto:info@vintyri.org)

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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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Verantwortlich für Inhalt: Mark E. Oliva

Am Hasenlöhle 12

Ortsteil Altershausen

91481 Münchsteinach

Deutschland/Germany/Allemagne

USt-ID-Nr.: Keine - nicht gewerblich

Telefon: +49-9166-995410

Internet: <http://www.steigerwaldedv.de>

E-Mail: [info@steigerwaldedv.de](mailto:info@steigerwaldedv.de)

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Like our real world, the Jörð comprises two hemispheres north and south and two hemispheres east and west. The Western Hemisphere is being developed by the Vintyri™ Project as official Jörðgarð campaign setting gaming material. The Eastern Hemisphere is being left open for development by individual game masters who use the setting. Thus, there will be no official maps of the Eastern Hemisphere.

To use this download package, you **must**:

- Have the program *Fractal Mapper™ 8* in either the full version or the trial version installed on your computer. Only *FM8* can read the map that you've downloaded. For more information, go to: <http://www.nbos.com>.
- If you're using the full version of *FM8*, have the current, free update to Version 8.10f installed. For more information, go to: <http://www.nbos.com>.
- With both the full and trial versions of *FM8*, have the **complete Vintyri Cartographic Collection** for *FM8* installed according to instructions. This collection is free, open game software. You can download it along with accompanying PDF booklets at <http://www.vintyri.org/vintyri/vccindex.htm>.

What happens if you don't install the *Vintyri Cartographic Collection*? Take a look at the two versions of the map of Ilmarinen's Forge on the following pages. As you can see in the lower map, all of the symbols from the cartographic collection vanish when it isn't installed.

One other point:

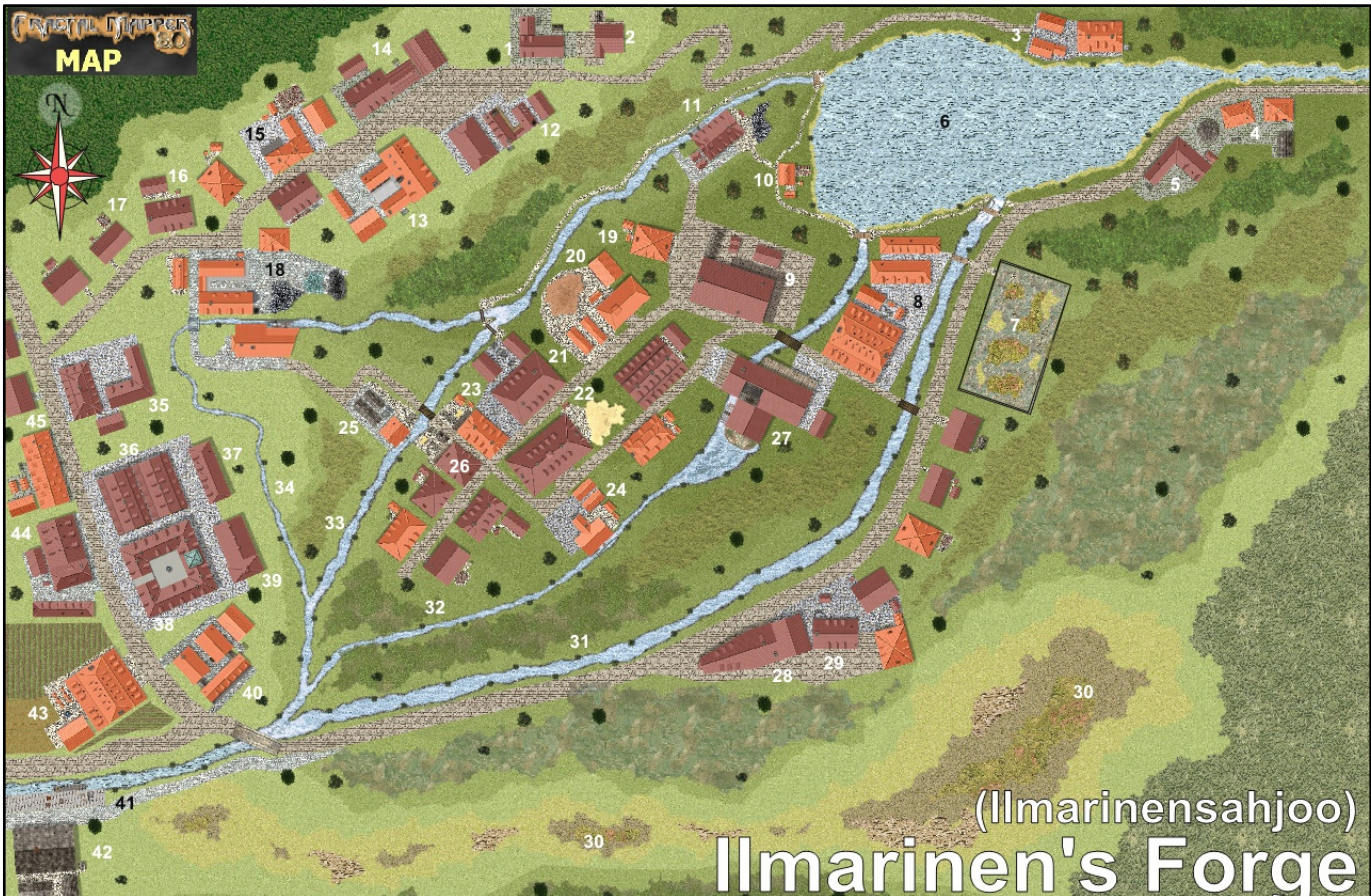
- You might wonder, as you work with the Map of the Week selections, how we did certain things or achieved certain effects. The best way to find the answers to that question is to download the free, open game *Vintyri Raster Mapping Tutorial for FM8*. You can download it along with accompanying sample files at <http://www.vintyri.org/vintyri/vccindex.htm>.

**T**he Jörðgarð maps may be a bit complex for new users of *FM8* as well as for those who have limited their *FM8* work to date to vector mapping. Regardless of your experience level, you probably will need a bit more explanation on how to work with the Jörðgarð maps in *FM8*. One thing that you'll need to do with every map is to make the necessary display quality settings in *FM8*. You need to make these settings anew, each time that you open a map. If you don't make these settings, some objects in the map will become unsharp and others will seem to vanish.

Using the screen shot on Page 7 as a guide:

- Open the map *before* you make the settings.
- Use the *Map* menu option to make the settings shown on Page 7.



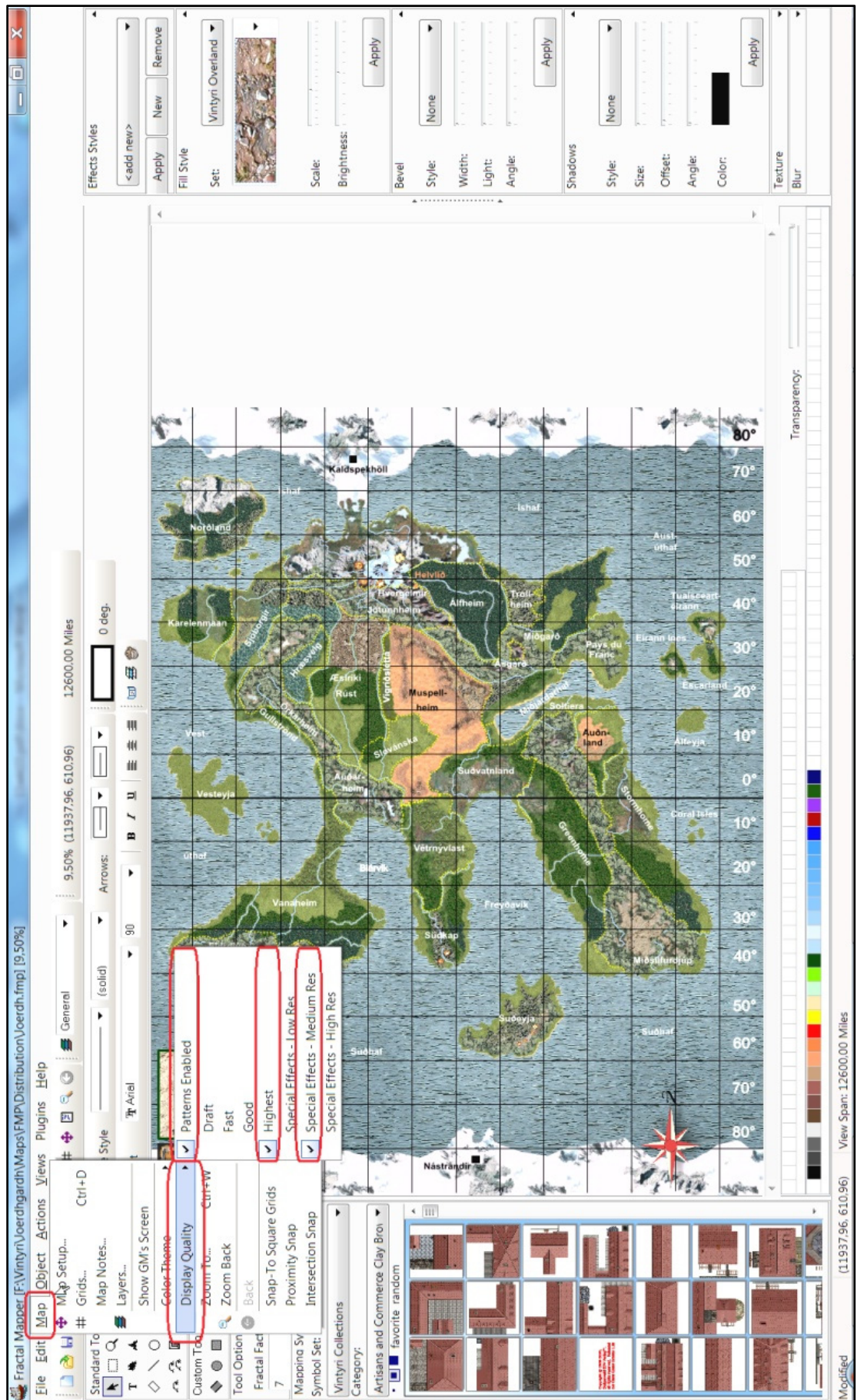


*Ilmarinen's Forge, with the Vintyri Cartographic Collection, above, and without, below*

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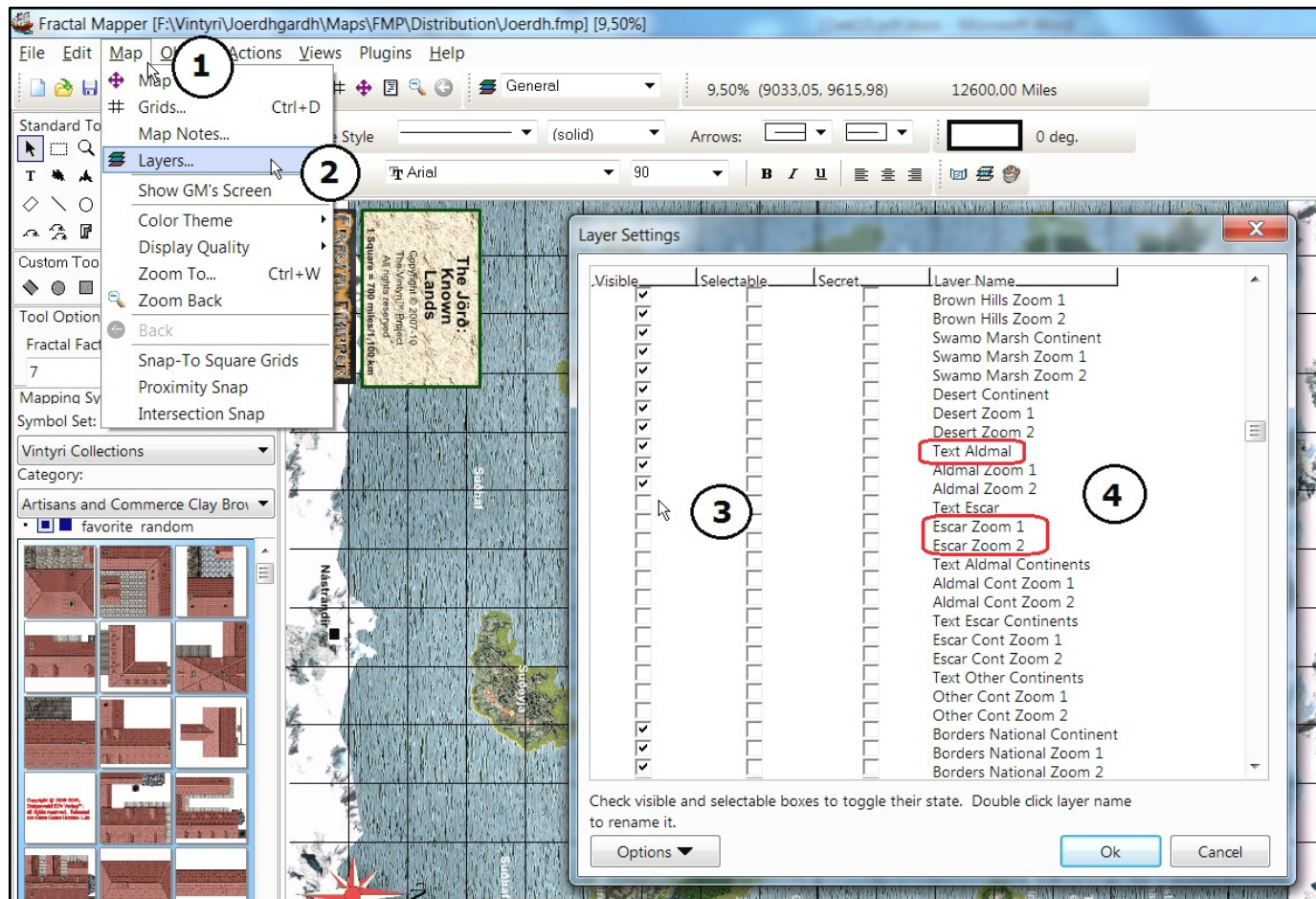


Necessary display quality settings

This is the point where things start to get more complicated with some maps. Many *single FM8* map files actually produce several different flattened maps. These may show the various floors of a building or a dungeon. In the hemispherical maps for the *Jörðgarð* books, some are shown with texts in the *Jörðgarð* language known as *Escar* (the American version of the real world English language) and in the native tongues spoken in particular areas. Different layers also show or hide the various political and geographical features. In these cases, a single map file has multiple layers. Layers allow one to use a single map to make several different maps.

The screen shot below shows how this works with the map named *Joerdh.fmp*.

1. Click the menu option *Map*.
2. Pick the option *Layers*.
3. Click on the layers that you want visible. Click off the layers that you want invisible.
4. Note that most text layers are available in *Escar* and *Aldmál* titles. *Escar* texts sets are pure English. The *Aldmál* text sets all are in the language of the land being shown. (*Aldmál* is the original basic tongue of the *Jörð*. It is based upon old and modern Icelandic.)



Using layers to decide what is and isn't shown

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Layers as such are a cartographic issue rather than an issue specific to raster maps. As far as cartographic or mapping programs are concerned, raster mapping was not a topic until 2003 when the program *Dundjinni™* came onto the market. The two leading cartographic programs at that time, *Fractal Mapper* and *Campaign Cartographer™* from ProFantasy Ltd., were vector-based cartographic programs. Vector programs use colors, fills and symbols that grow and shrink proportionally when a map is zoomed. However, the graphics of a vector program are limited as far as a realistic display is concerned. Raster mapping allows for semi-photorealistic imagery in a map, but raster maps can have serious limitations when one zooms in and out. Too distant a zoom turns a beautiful background graphic into a mosaic of strange colors and lines. Too close a zoom makes the graphics unsharp and even pixilated. See the example on the following page.





***Without multi-resolution, tight zooms in raster maps are unsatisfactory.***

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*Fractal Mapper 8* gives the cartographer multi-resolution tools that eliminate these problems in most cases and substantially reduce them in others. We'll take only a quick look at this issue, but this subject too is examined in detail in the free Vintyri tutorial *Raster Mapping with Fractal Mapper 8*.

The map *Joerdh.fmp* implements *Fractal Mapper's* multi-resolution abilities, as we'll soon see. But let us assume for just a minute that we hadn't used these abilities. If that had been the case, and if we had zoomed in to the Karelenland area in the upper left hand corner of the map, the result would be what we see on the previous page:

- The name *Karelenland* has a scale height of about 100 feet/30m.
- The rivers have a scale width of about 20 miles/32 km.
- The water of the Westsea is unsharp and partly pixilated.
- The geographical areas are unsharp and in absolutely dissatisfying scales.
- The dotted yellow border line has a scale width of about 40 miles/64 km.
- The map is all but devoid of information about Karelenland.

This doesn't have to be and isn't the case in the version of *Joerdh.fmp* that you can download, because we used the excellent multi-resolution raster mapping tools offered by *FM8*. Our map defines three zooming thresholds:

- Zoom values from 0 to 40 but not including 40.
- Zoom values from 40 to 80 but not including 80.
- Zoom values from 80 upward.

Use the screen shot on the next page for the following steps. One method to set a zoom value is to:

- 1. Click the menu option *Map*.
- 2. Pick the option *Zoom to*. That will open dialog box of the same name.
- 3. Type in the desired zoom value.
- 4. Click the command button .

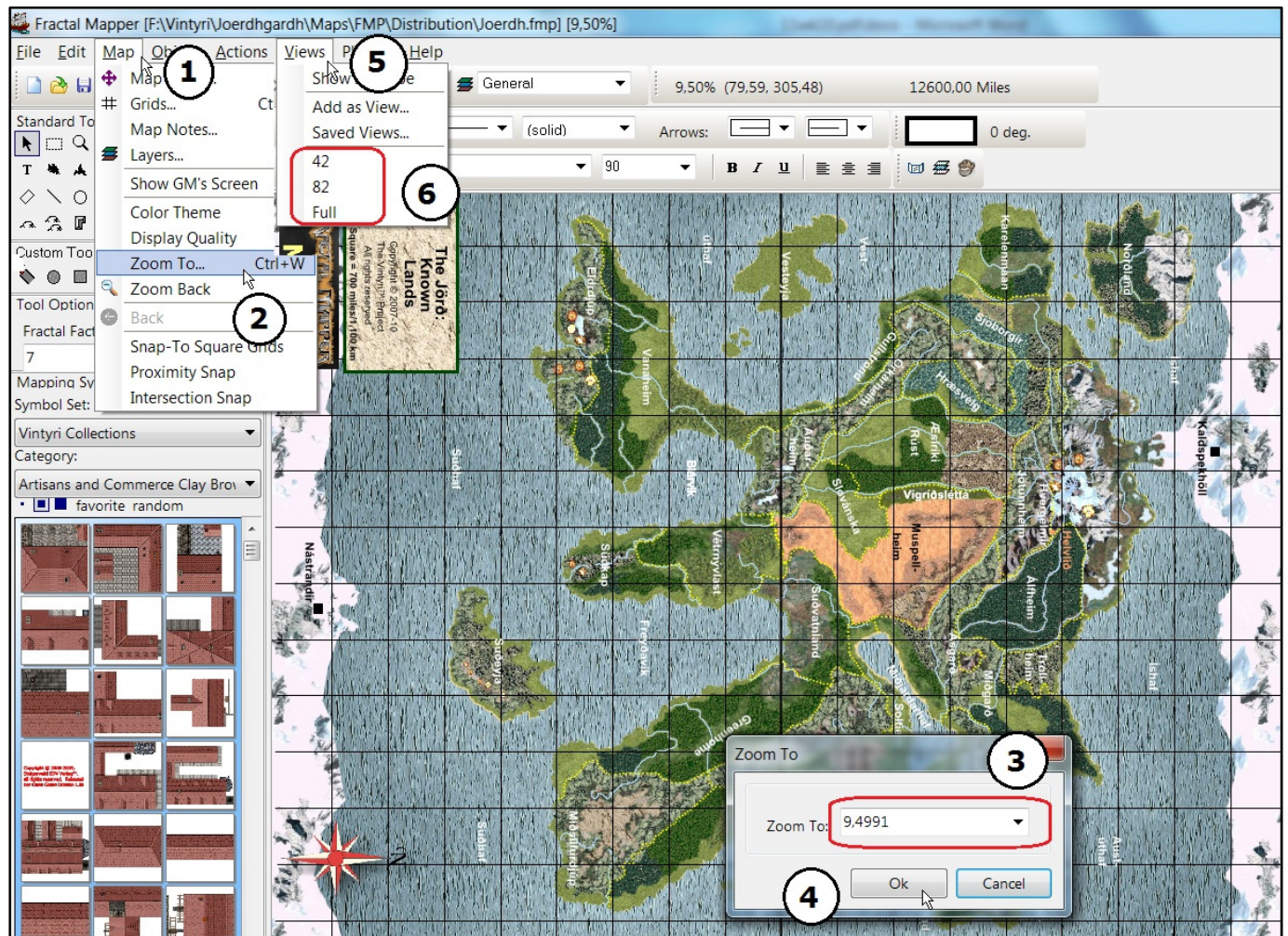
In this map, we've also memorized views at the three critical levels. Therefore, again using the screen shot as a guide, you also can:

- 5. Click the menu option *Views*.
- 6. Pick one of the three views, *42* (more than 40), *82* (more than 80) or *Full* (the complete map).

These options, along with the *FM8* multi-resolution tools, produce the results found on Pages 12 through 14:

- On Page 12 we see View *Full*, the complete map.
- On Page 13 we see View *42*. We now see more detail in Karelenland and Northland, including major settlements. Scales on the fill patterns, rivers and text sizes have been adjusted.
- On Page 14 we see View *82*. We now see more detail in Karelenland including major roads. Scales on the fill patterns, rivers and text sizes have been adjusted.





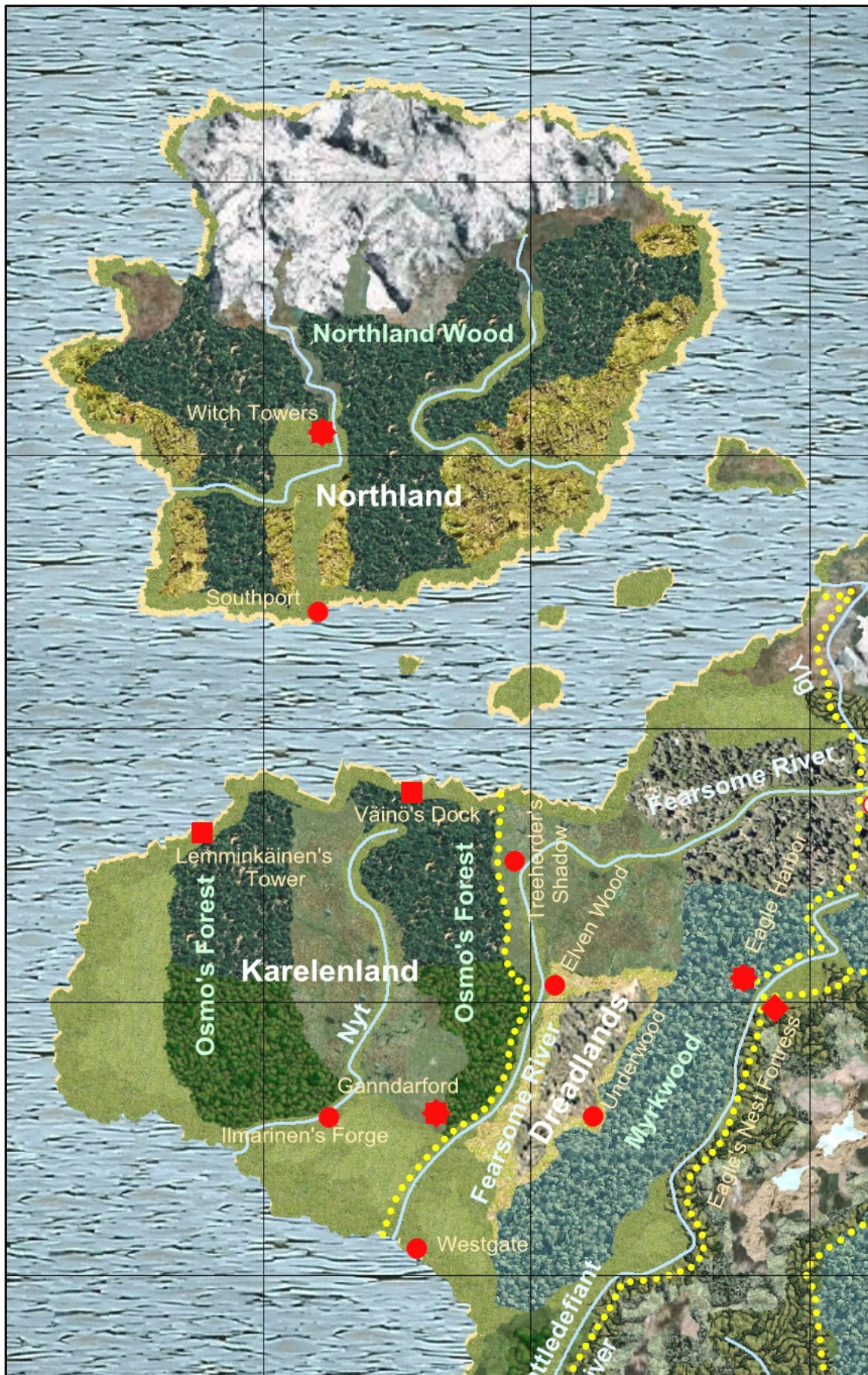
Two ways to set the zoom ratio





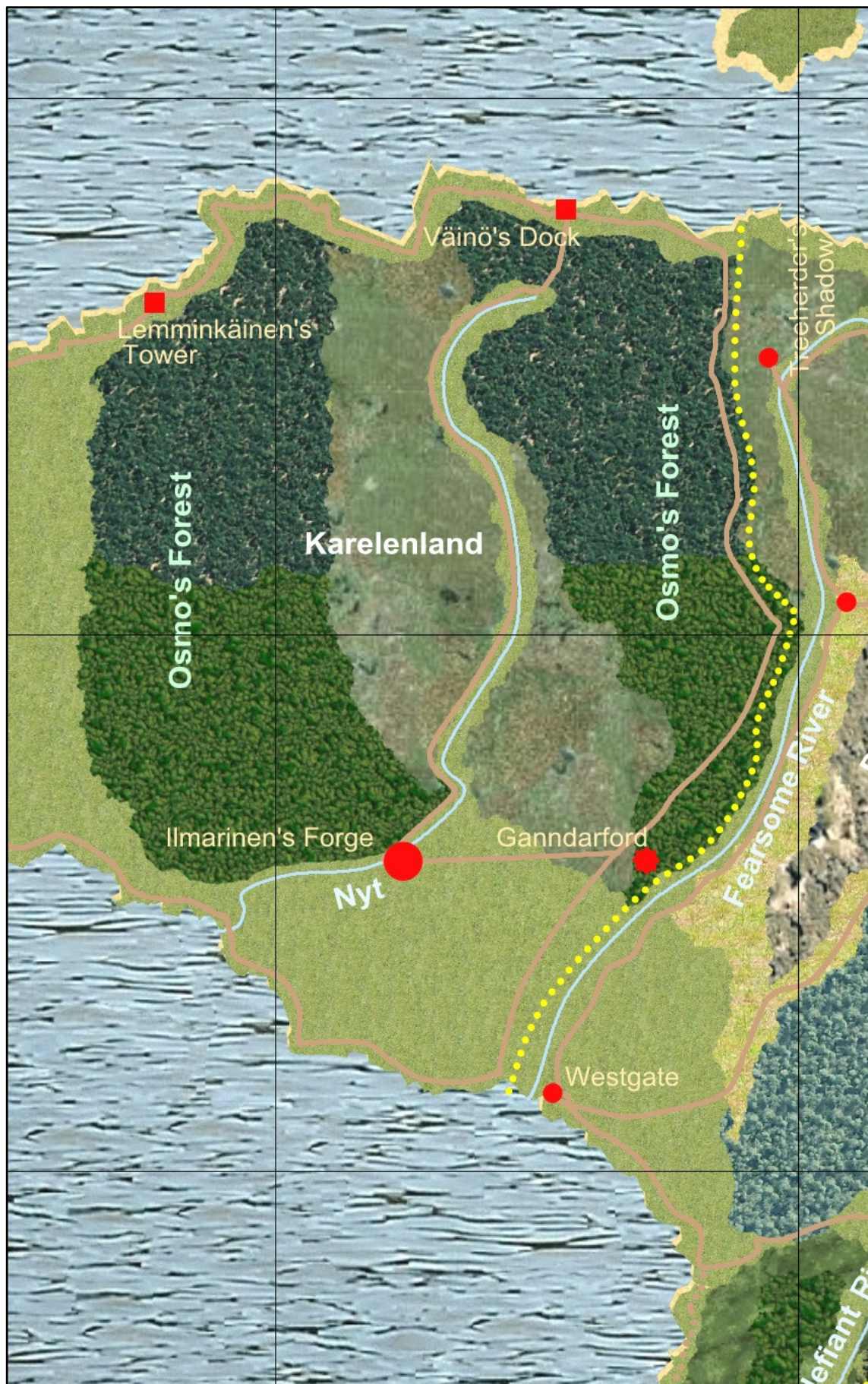
The hemispherical map Jörðh.fmp in the view Full





**Zoom 42: Karelenland and Northland**





**Zoom 82: Karelenland in greater detail**



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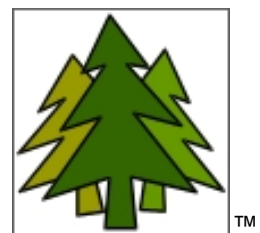


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## Contact Information

Steigerwald EDV™ Verlag  
Am Hasenloehle 12  
91481 Altershausen  
Federal Republic of Germany

Internet: <http://www.vintyri.org>  
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