

Dundjinni™ Archives

Volume 1 – For CC3+, Version 1.2
Overland Symbols and Covers

Installation
and
User Guide

From the Dundjinni Forum Archives





Dundjinni™ Archives

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Installation and User Guide for CC3+

Front Cover: Archive books from the Stift Altenburg Abbey in Lower Austria (Niederösterreich)
Rear Cover: Imperial City Festival in Rothenburg ob der Tauber in Northern Bavaria



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Required Software

- **Campaign Cartographer 3+** from *ProFantasy Ltd.* with [the current update](#).
- **An operating system** that supports CC3+.

No other *ProFantasy* or *Vintyri* add-ons are necessary to install and use Volume 1.

This package **is not** compatible with *Campaign Cartographer 3*. It works **only** with *Campaign Cartographer 3+*. There is no *Campaign Cartographer 3* version of this add-on.

Required Download Files

Before you can install or use the *Dundjinni Archives, Volume 1*, you must select or create a temporary folder on one of your computer drives, a high-capacity USB-Stick or other storage medium with sufficient capacity. Then download one of the following files into this folder:

- **WINDOWS USERS:** https://www.vintyri.org/downloads/dj_vol1_cc3p_setup.zip (420 MB)
- **APPLE/LINUX USERS:** https://www.vintyri.org/downloads/dj_vol1_setup_lm.zip (434 MB)

Do not unzip or use these files yet.

Avoid Problems *Before* You Install!



Please do not skip this step! Make a backup copy of this important file, which you'll find in **(Data folders)\ProFantasy\CC3Plus**, and keep the copy in a **non-CC3+ folder**:

- **fcw32.mnu** – All systems have this file. It defines the CC3+ overland toolbar that is available in all CC3+ installations.

Because the *Dundjinni Archives Volume 1* includes only objects suited for overland cartography, there are no toolbar icons for *City Designer 3*, *Dungeon Designer 3*, *Character Artist 3*, *Cosmographer*, *Perspectives* or *Symbol Sets 3, 4 and 5*. These add-ons will show blank toolbars.

Knowing Where Your Data Folders Are



During the installation of the *Dundjinni Archives Volume 1*, you will have to direct the Setup program to the location of your CC3+ data folders and unzip the graphics to that location. CC3+ installs into two separate locations, one for the *program* files and one for the *data* files. The **program files** are in *C:\Program Files (x86)*. This is the **wrong location** for this installation!

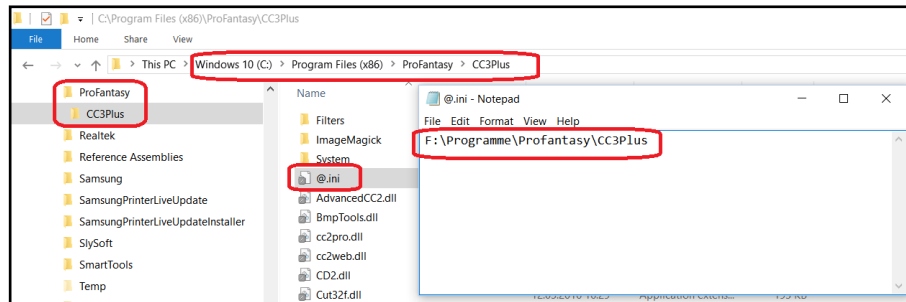
You need to install in the data folders file. If you installed in the CC3+ default location, your installation goal is:

C:\ProgramData\ProFantasy\CC3Plus

However, *ProFantasy* gives users the option of installing the CC3+ data into a folder of their choice. If you used that option, you need to tell setup what that location is. If you have forgotten where you installed the CC3+ data files, do the following:

1. Open the *Windows File Explorer*, in some lingual versions simply called the *Explorer*.
2. Open the folder *C:\Program Files (x86)\ProFantasy\CC3Plus*.
3. Locate the file named *@.ini*.

- 4. With the left mouse key, make a double click on the icon to the left of the file name *@.ini*.
- 5. That will open the *Windows Notepad* and it will show you the location where you installed the *CC3+* data folders. This also is the location where you need to install the *Dundjinni Archives Volume 1*. See the screen shot below.



Installing the Downloaded Files

Installing the App in *Windows*

Apple and LINUX users should jump ahead to Page 7 and the Section *Installing the App with Emulators in Apple and LINUX Systems*.

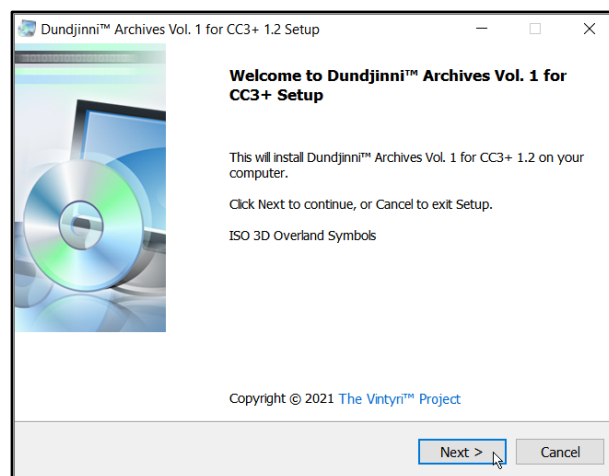
Installation begins with the unzipped file named *dj_vol1_cc3p_setup.zip*.

- 1. Unzip this file into the temporary folder that you selected above. When unzipped, this file will yield a new file named *dj_vol1_cc3p_setup.exe*.
- 2. With your temporary folder open in the *Windows Explorer*, click the icon to the left of the file name *dj_vol1_cc3p_setup.exe* with the left mouse key to mark it and then with the right mouse key to open the context menu.
- 2. Pick the menu option *Run as Administrator*.

NOTE: The *Dundjinni Archives Volume 1* can be installed only from a *Windows* administrator account!



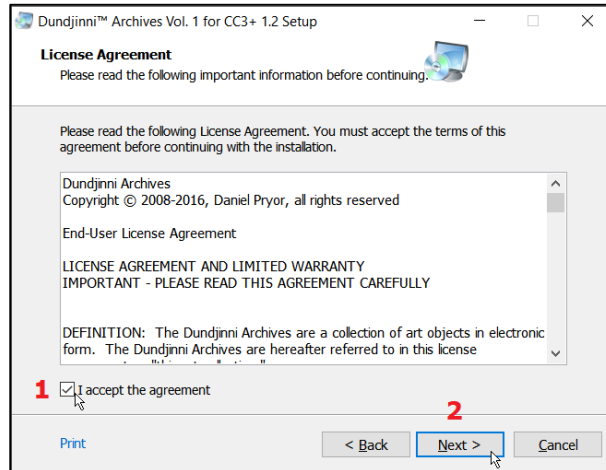
The installer's first dialog box will open:



Click the command button **Next >**.

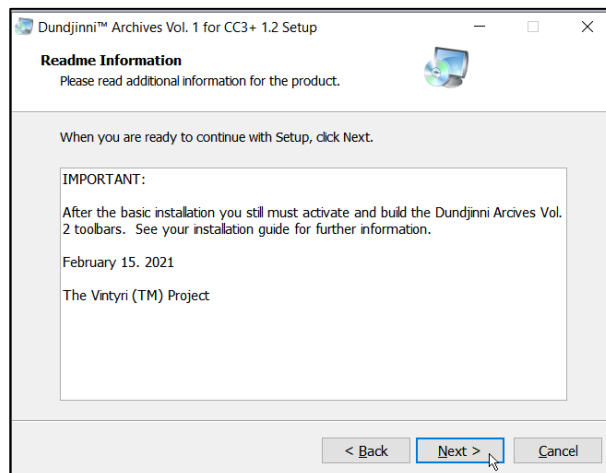
In the next dialog box (below), scroll through the *Open Game License*. This is a legally binding agreement. It is to your advantage to read it before you accept it.

- 1. Click the check box *I accept the agreement*. (If you do not agree, click the command button **Cancel**. That will, of course, end the installation.)
- 2. If you have accepted the license agreement, click the command button **Next >** with the left mouse key.



The third dialog box (see the screen shot below) is a summary of the most important points made in this installation guide. It gives you reminders of the important steps that need to be done after you've run this application setup to successfully add the *Dundjinni Archives Volume 1* to your *CC3+* installation.

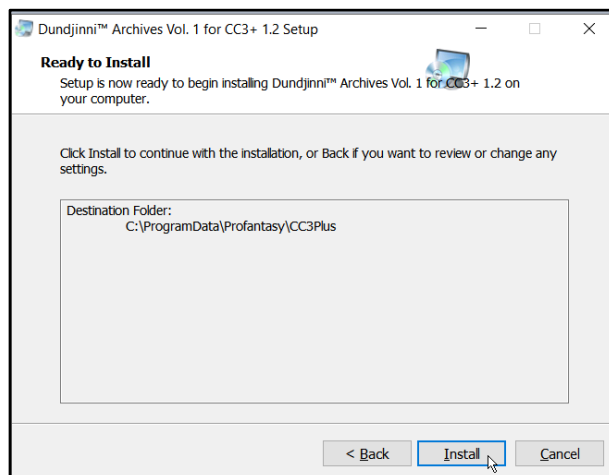
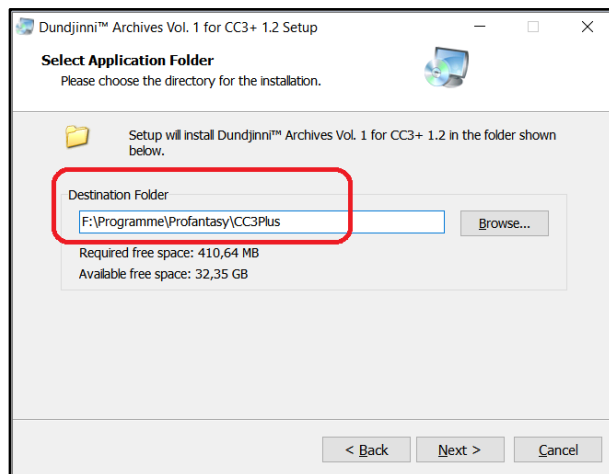
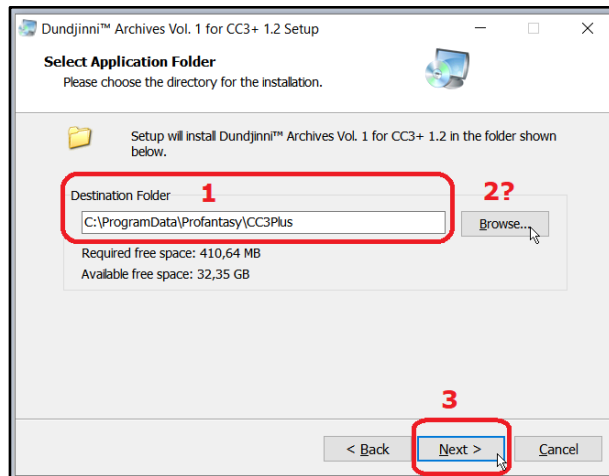
This dialog box contains *important information*. **More than 80% of the support requests that we receive come from users who ignore this information! Save yourself time and problems; read it!** Afterward, click the command button **Next >** with the left mouse key.



In the fourth dialog box, use the screen shot atop the following page as a guideline:

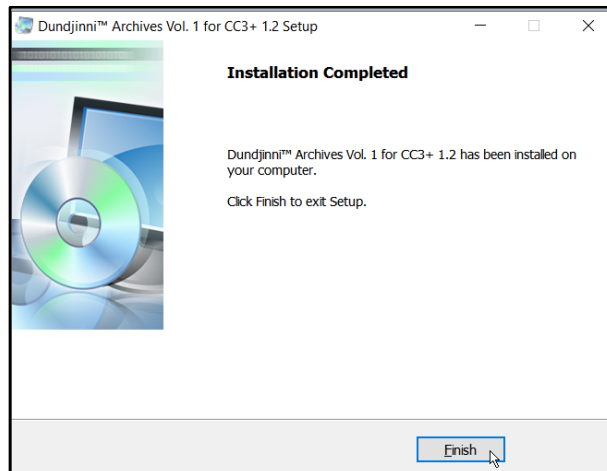
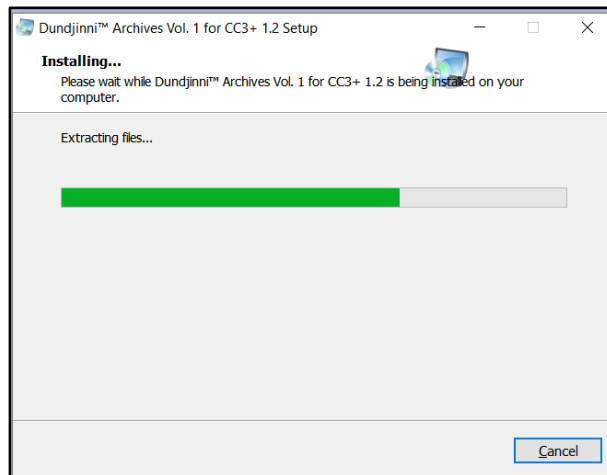
- 1. You need to have the path to your *CC3+* data folder installation in the text field named *Destination folder*. The default value is *C:\ProgramData\ProFantasy\CC3Plus*. If this is correct, skip Step 2.

- 2. If this is not the correct path, **erase it**. Then click the command button **Browse** and select the folder that holds your CC3+ data installation. *(You also may type in the correct path manually.)* This is the folder that you chose for the data and learned to find on Page 2. The second screen shot below shows the entry *F:\Programme\ProFantasy\CC3Plus*. This is only an example of an entry for a custom definition of the data folders. **You need the folder that contains your CC3+ data files.**
- 3. Click the command button **Next >** with the left mouse key.



The bottom screen shot on the previous page shows the fifth dialog box. It gives you a chance to double check whether you've picked the right installation folder. If this is correct, click the command button **Install** with the left mouse key.

The installation will begin. The setup program will show a green progress bar that indicates to what extent the installation of the application is complete. See the following screen shot.



See the second screen shot above. The final dialog box reports that the installation of the application is completed. Click the command button **Finish** with the left mouse key to close the setup program. **The basic application for Volume 1 of the Dundjinni Archives has been installed. We still need to activate and build the toolbar.**

Installing the App with Emulators in *Apple* and *LINUX* Systems

Windows Users: Skip ahead to the section *Activating and Building the Toolbar* below.

The *Vintyri Project* is not in the *LINUX* or *Apple* business. The information in this booklet for *LINUX* and *Apple* is provided in response to requests from *CC3+* users who also use emulators for these non-*Windows* systems. Some of these users have asked for a separate setup possibility because their emulators could not successfully run the *Windows* installer.

You use the tools and information here at your own risk. The information was provided by *Apple* and *LINUX* users of *CC3+*. If you have problems, we are unable to provide normal support services for *Apple* and *LINUX* systems. Your best choice in such cases is to seek help at the [ProFantasy CC3+ forum](#).

To install the *Apple/LINUX*-import, unzip the file *dj_vol1_setup_lm.zip* into your data folders.

Activating and Building the Toolbar

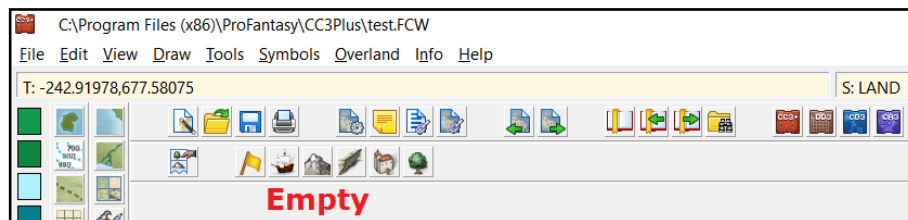
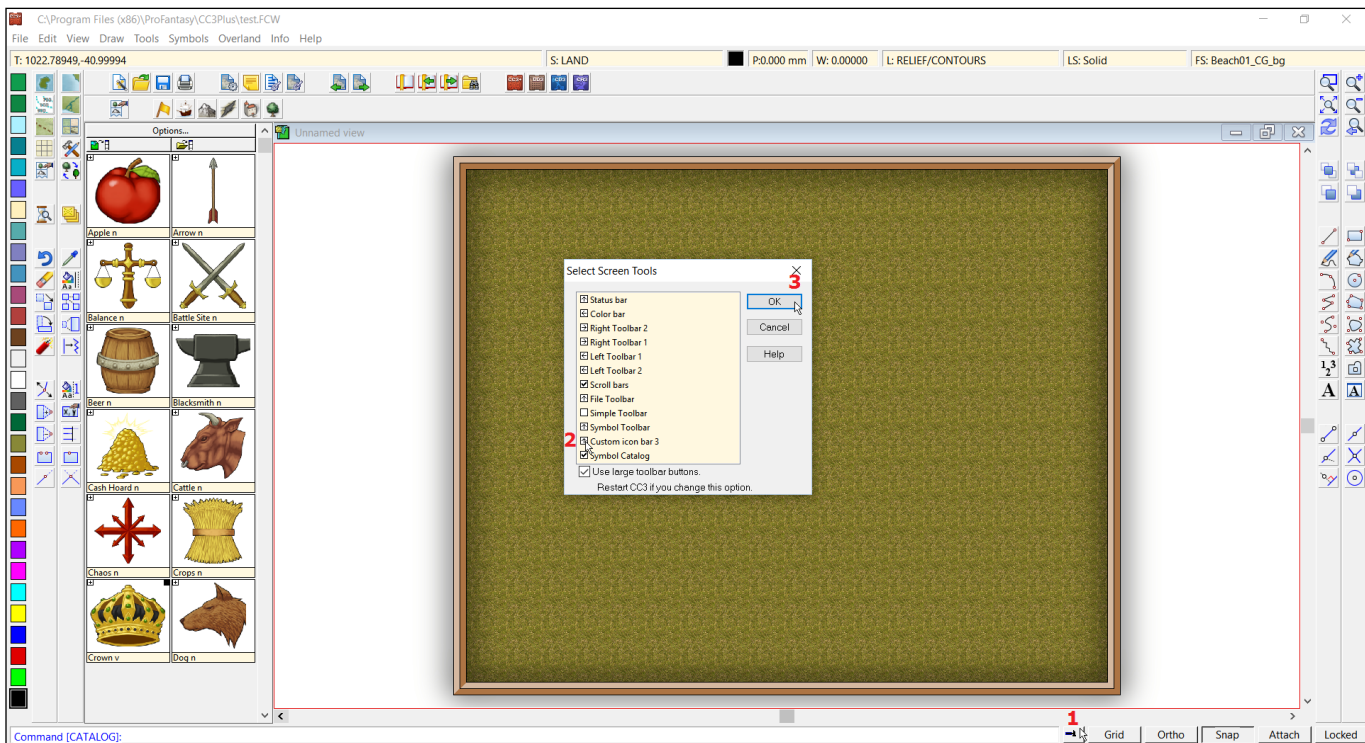
If this is your first installation of a *Vintyri* add-on, you usually will not see at first whether your installation succeeded because it now operates with a custom toolbar and it has not yet been activated. We'll activate it now, using the screen shots below and on the following page as a guideline:

- 1. Click the symbol with a hammer at the lower right of the screen. That should open the dialog box named *Select Screen Tools*.
- 2. Click the check box by *Custom icon bar 3* until the arrow points upwards (or in a different direction if you prefer).
- 3. Click the command button **OK**.

CC3+ often will show only an empty custom toolbar at this point. If that happens with your installation:

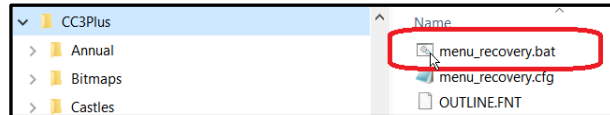
- 1. Close CC3+.
- 2. Open CC3+ again.

Depending upon the add-ons that you've installed, **your custom toolbar still might be partly or totally empty!**

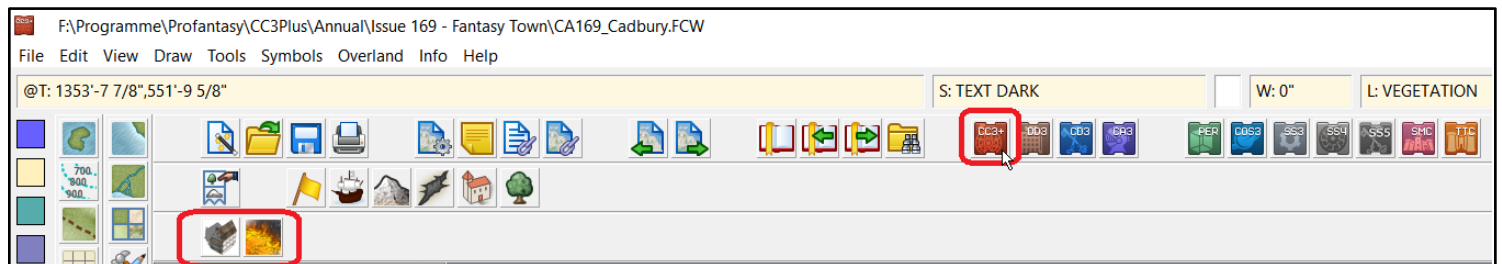


The system that *ProFantasy* uses to build and maintain CC3+ toolbars and menus is curious and unusual, but the final steps that need to be taken are necessary, according to *ProFantasy*. If your *Vintyri* toolbar still is empty, or if some of the icons are missing, you still need to do the following:

- Run the latest update for CC3+. Even if you have installed it already, **run it again!** This is **a necessary step**. For information on obtaining this update, go to <https://forum.profantasy.com/>. After running the update again ...
- open the *Windows Explorer* in your data folders, in other words @, as described on Page 2 above.
- Find the file named *menu_recovery.bat*.
- Make a double click with the left mouse key on the icon to the left of the file name. That will run the file. Then reopen CC3+.



- Your toolbar now should appear if your CC3+ installation is active in *Overland* mode. If it is active in any other mode, the *Dundjinni Archives Volume 1* part of the *Vintyri* custom toolbar will be empty. The following shows the toolbar in overland mode. Please note that if you have installed other *Vintyri* add-ons, additional icons also may appear in the *Vintyri* custom toolbar.



The Dundjinni Archives Volume 1 Toolbar in Overland Mode

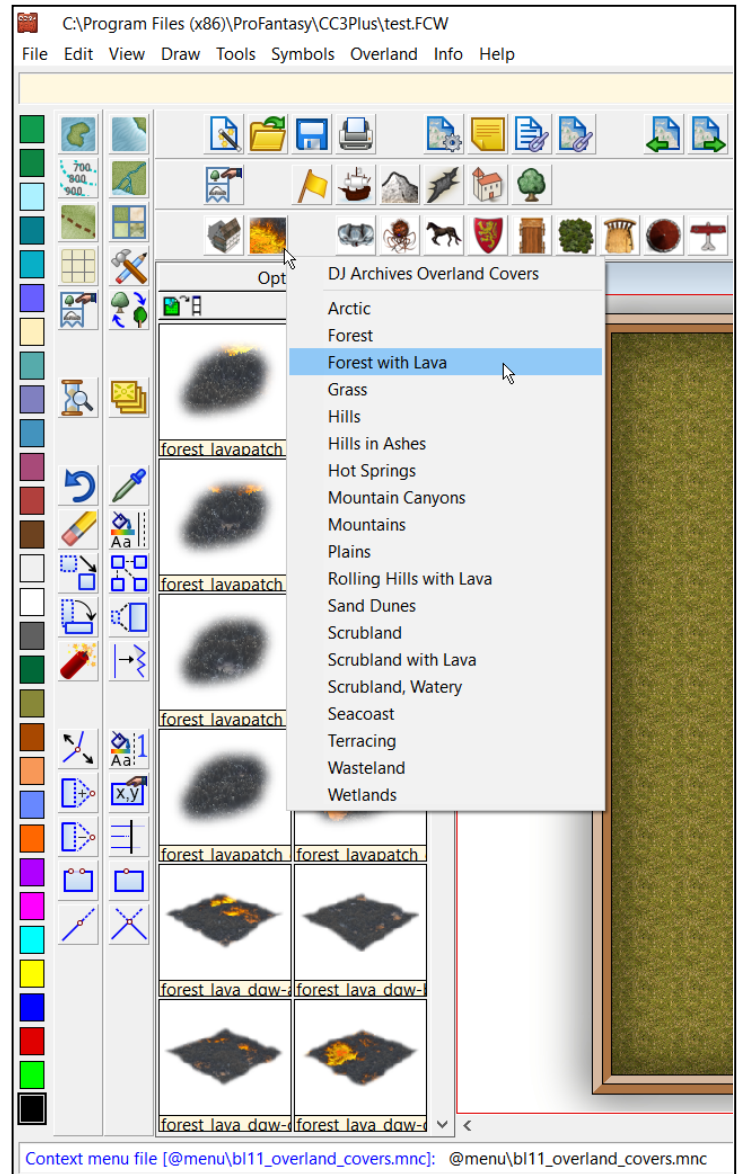
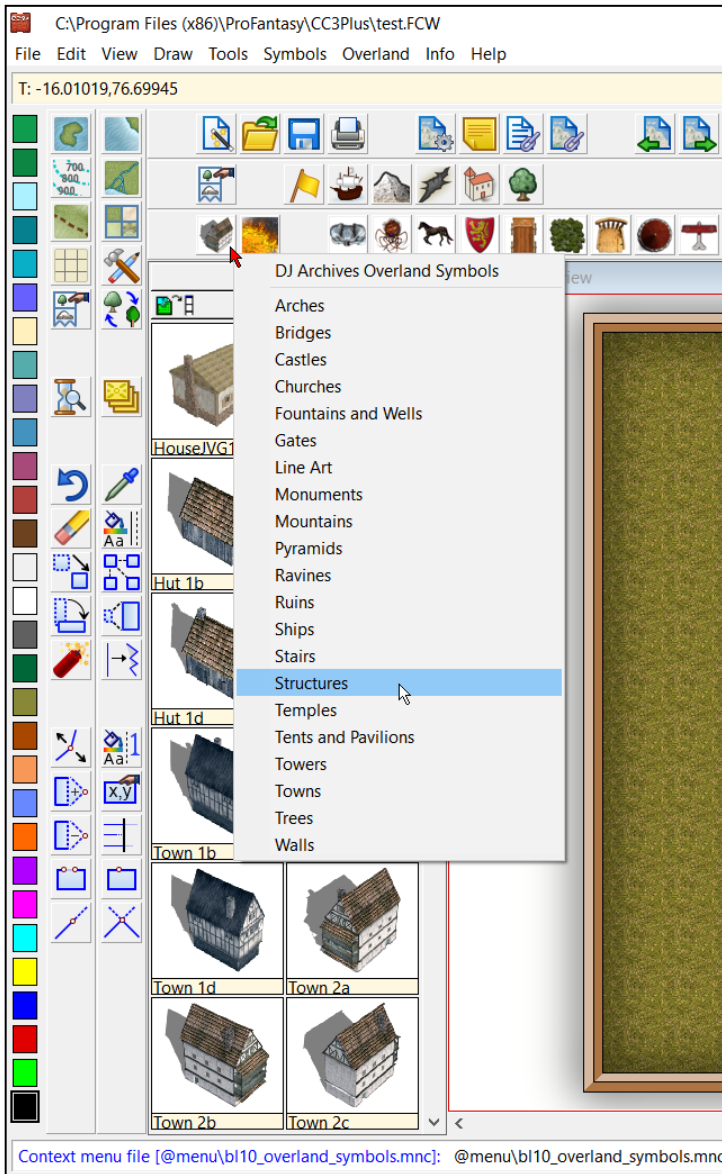
The Dundjinni Archives

The archiving of symbols and fill styles made by *Dundjinni* users began in 2004, with the first version of the *CSUAC* (Cecil Solomon's User Art Collection). Originally, this collection was restricted for use only with the *Dundjinni* mapping program, but with time, *CC3* and *Fractal Mapper 8* versions also were authorized, with the stipulation that they be distributed exclusively through Cecil Solomon's *Gamemaster's Apprentice* website. Distribution elsewhere was authorized only after the *Gamemaster's Apprentice* site left the Internet in 2008.

With the keeper of the *CSUAC* no longer active, *Dundjinni* forum members Kepli, Sendorian and Daniel Pryor began maintaining a new archive of user-created symbols and fill styles in 2008, and it continues to be maintained through the present. In the summer of 2016, the *Vintyri Project* gained authorization to create and distribute new *FM8* and *CC3+* versions of the archives. This is the first of three releases, all planned for 2016:

- **Volume 1** (this release): Contains ISO symbols for *CC3+* with which to make overland maps. This is the first and only *Dundjinni* collection that is geared to overland maps. It contains symbols but no fill styles. However, in their place is a large collection of landscape covers. These covers are fill symbols that have not heretofore been implemented in *CC3+*, but they can be used in *CC3+*. How that works will be explained later in this book.
- **Volume 2:** Contains more than 2 GB of fantasy symbols and fill styles.
- **Volume 3:** Contains more than 200 MB of modern and science fiction fill styles and symbols.

This first volume can be used independently of other *CC3+* add-ons that have been released by the *Vintyri Project*. However, volumes 2 and 3 are designed as extension of the *CSUAC 2* and require the *CSUAC 2* to work properly.



The ISO-3D Symbol Collection, left, and the Covers Collection, right.

The Shadow Issue

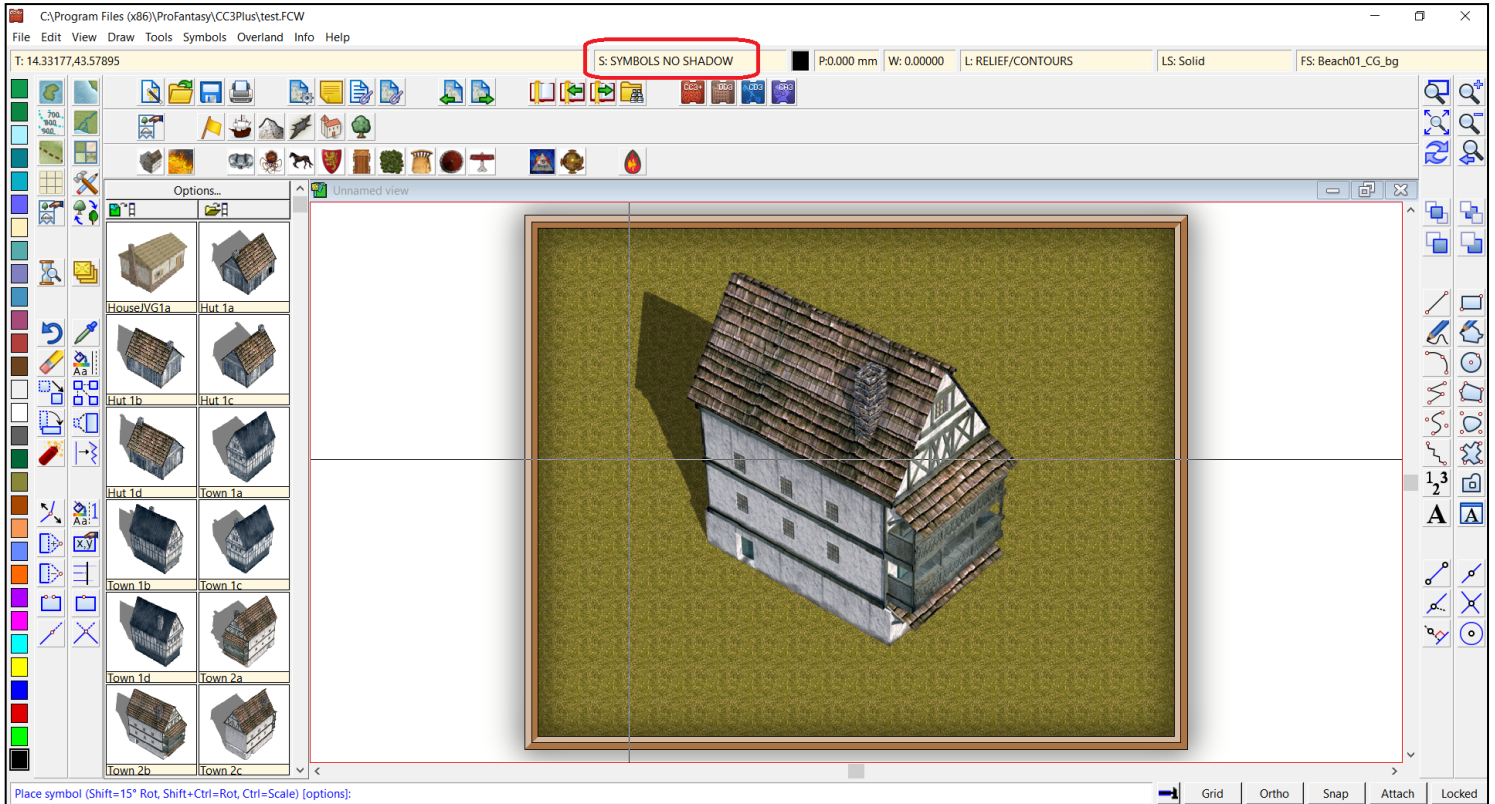
Unlike CC3+, *Dundjinni* is unable to shadow objects placed upon its maps. Therefore, many of the overland symbols in this collection were made with fixed shadows. (See the lower screen shot on the next page, where most structural symbols have shadows.) This system works well in *Dundjinni*. It works well in CC3+ too, as long as one does not activate CC3+'s Global Sun shadowing. However, when one activates Global Sun shadowing, unexpected and unpleasant results sometimes occur. Sometimes this "double shadowing" works without trouble. At other times, the two shadows conflict with one another and cause strange artifacts or even the disappearance of a part of the symbol. Even at the best of times, an object usually ends up with two shadows instead of one.

This is a potential problem, because you usually will be placing these objects on the CD3 sheet named *SYMBOLS*. When you activate the shadow effects on the *SYMBOLS* sheet, the fixed shadows not only make second shadows but they also might begin displaying artifacts or other distortions. Another complication begins at this point: Most symbols have a force sheet setting that forces their placement on a sheet that begins with the name *SYMBOLS*.

There are various workarounds. With one of them, before placing a shadowed *Dundjinni* object on your map:

- Create a new sheet that begins with the name *SYMBOLS*, for example in the screen shot below, *SYMBOLS NO SHADOW*.
- Place the shadowed *Dundjinni* symbol on this new sheet. See the screen shot below.
- Activate the shadow effect for the sheet named *SYMBOLS* but not for the sheet named *SYMBOLS NO SHADOW*.

Your CC3+-compatible symbols on the sheet *SYMBOLS* and the *Dundjinni* shadowed symbols on the sheet named *SYMBOLS NO SHADOW* now co-exist peacefully, because the Global Sun shadowing has not been activated on the *SYMBOLS NO SHADOW* sheet.

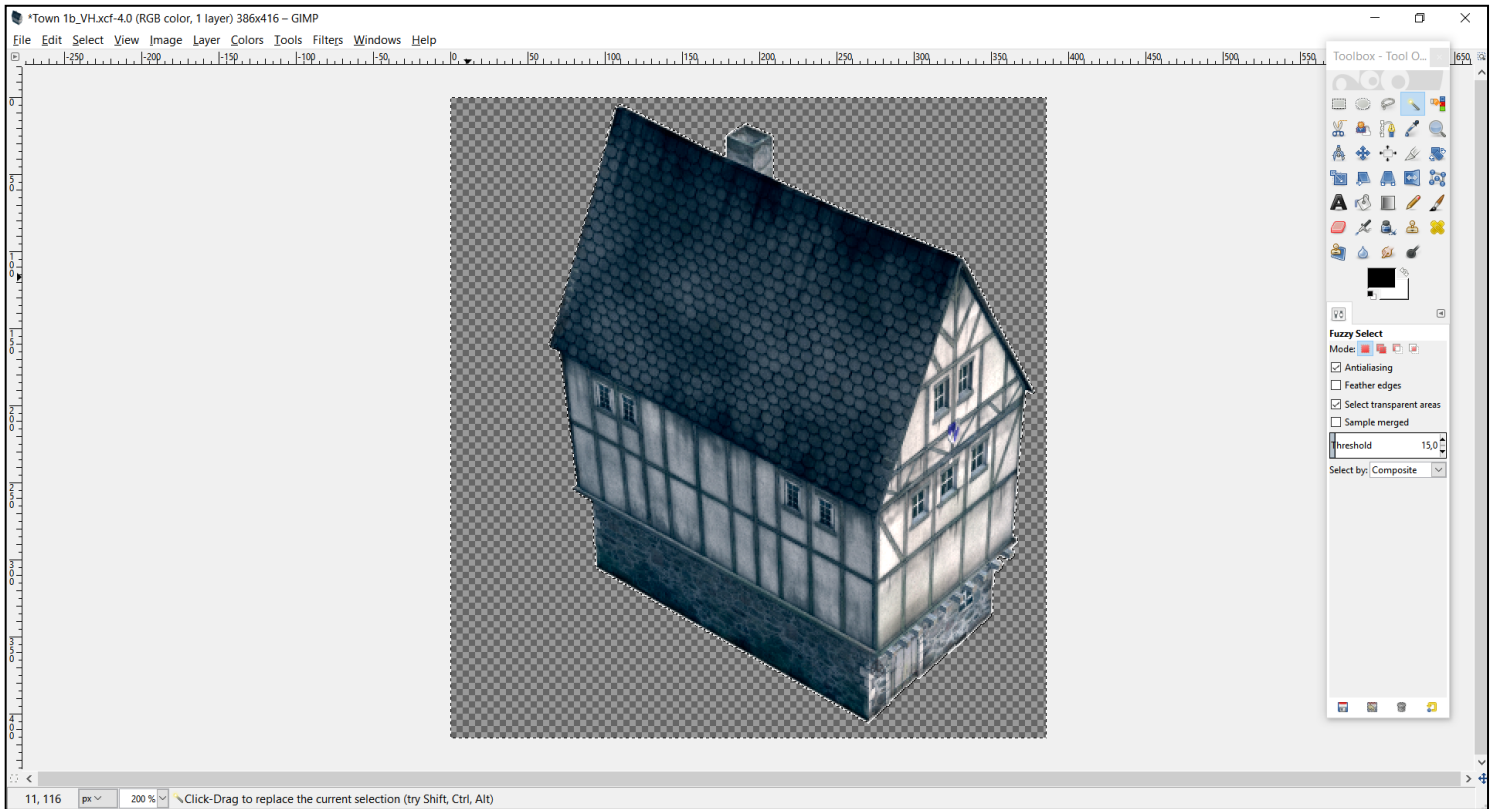


Eliminating Fixed Shadows

The quick workaround described above will not please all users, and in some cases, it's not a suitable solution. Some users may want these symbols to work with their Global Sun settings. Sometimes, the fixed shadows simply are unsuitable. To make these structural symbols into true CC3+ symbols, one needs to:

- Erase the fixed *Dundjinni* shadows in the symbol file.
- Delete the existing alpha channel.
- Define the alpha channel anew.
- Erase all white areas that should be transparent, to define the proper transparency.

However, this too poses a problem; one can't do this in CC3+. It needs to be done in another graphical program such as *The GIMP* (free), *Paint.net* (also free) or *Adobe Photoshop* (commercial). After doing that with the VH version of the symbol, one has to repeat the import-png-operation and add the modified symbol to the proper CC3+ catalog.



Modifying a symbol with The GIMP

Illegal Distribution

The kind of symbol modification described above is allowed specifically by the End User License Agreement (EULA) that you accepted when installing the *Dundjinni Archives Vol. 1*. (It can be read again at the end of this booklet.) However, when you modify such symbols, you also have agreed that they are the property of the original symbol's owner. Furthermore, you **are not allowed** to distribute the modified symbols to other users of CC3+.



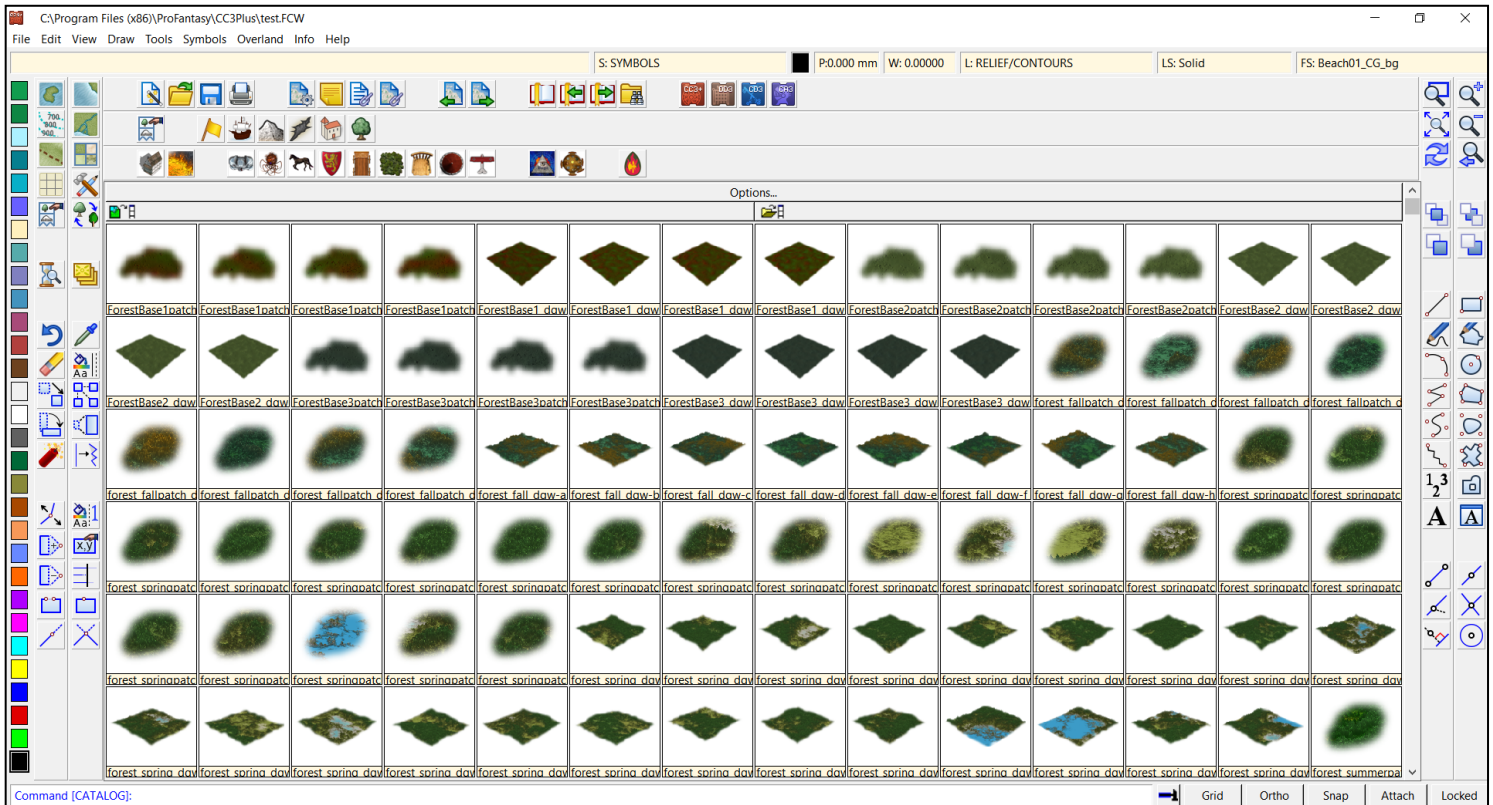
Using the Covers

CC3+ cartographers most likely will view the *Dundjinni* overland covers as rather alien objects when first encountering them. We of the *Vintyri Project* certainly reacted that way. A glimpse at the screen shot atop the following page probably will show why. When we first saw these objects, we weren't certain what to do with them.

With a bit of practice, however, we found that they can be useful at times.

Dundjinni originally was designed to produce battlemaps and dungeon area floor plans. Through Version 1.07, it never was intended for the creation of large area or overland maps. However, some *Dundjinni* users took it upon themselves to create so-called ISO objects to make such cartography possible to a certain degree with *Dundjinni*. That's what this volume of the *Dundjinni Archives* is all about. It contains the overland ISO symbols and other objects of the *Dundjinni Archives*.

Dundjinni is essentially a tile stamper program. It works by snapping objects to a grid. Most fill styles – floors in *Dundjinni* parlance – are square and have a size of 200 x 200 pixels, which also matches the *Dundjinni* grid size. There usually are four to six symbols of each floor style. The *Dundjinni* map maker then can go along his or her map and click a different one of the four to six symbols, which does much to avoid redundancy, the patterns that can form in both a *Dundjinni* map and a CC3+ map when elements of a fill style are repeated too often.



A Sampling of Dundjinni Archives Base Set Covers

We suspect that CC3+ map makers will come up with various ways to use these objects, ways that haven't occurred to us yet. But for starters, we can show some uses that proved to be of benefits. We don't find that these symbols are well-suited to serve as pseudo-fill-styles, as is the case with *Dundjinni*. In our opinion, we believe that users should stick with true fill styles when making backgrounds or land masses and water masses in CC3+ maps.

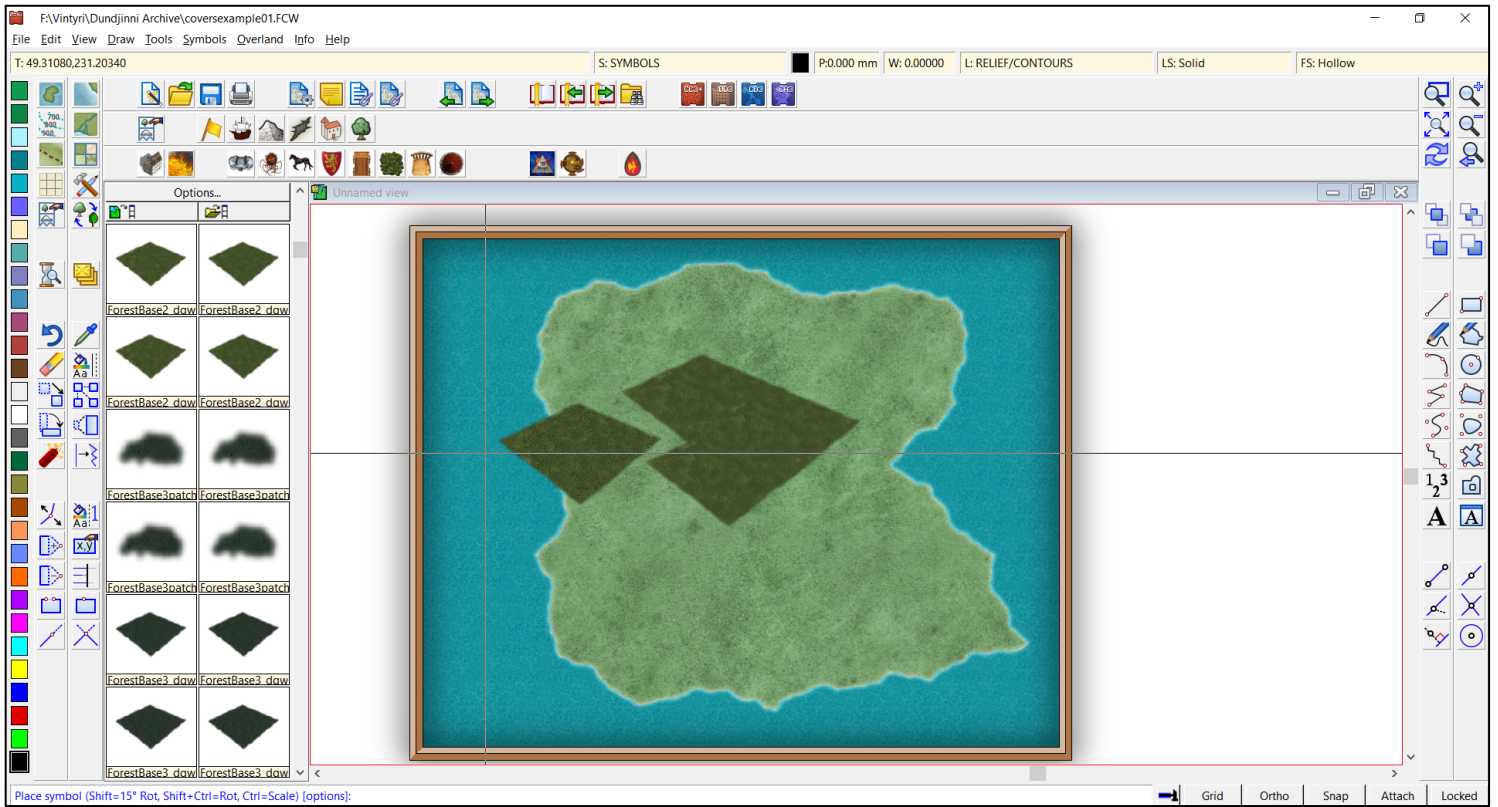
However, the CC3+ versions of the *Dundjinni* covers can be quite useful for creating areas within larger land or water masses. Let's use the screen shots on the following pages as guidelines and see one possible use for the *Dundjinni* covers. Before we start, however, let's cast a quick glance again at the screen shot atop this page. We'll notice that there are two types of symbols in this set:

- **Base Sets:** These are the larger, four-sided diamond-shaped symbols. One uses these to create the main mass of the area in question.
- **Patches:** These are the smaller, fuzzy-edge, somewhat oval-shaped objects in the collection.

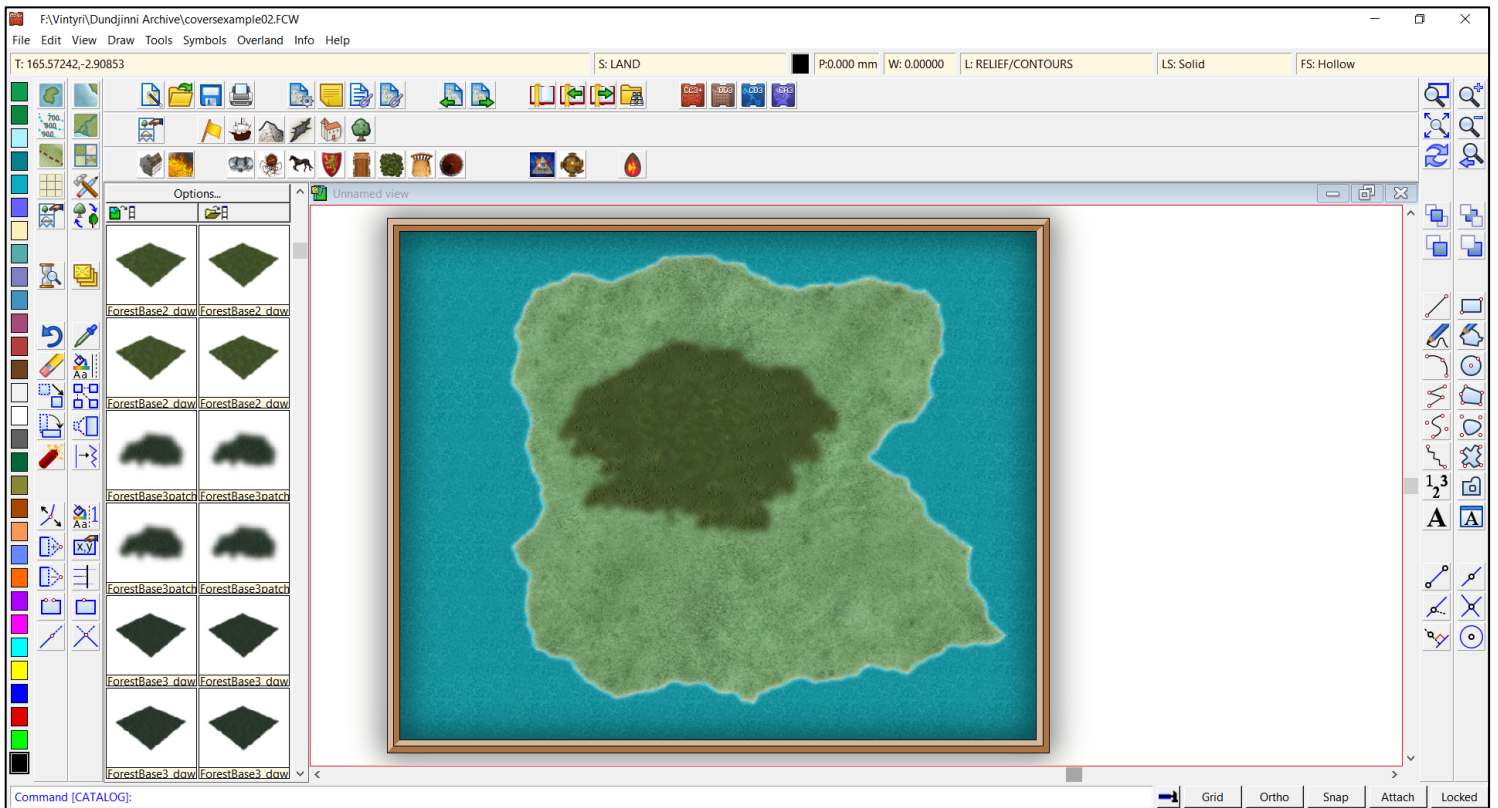
We've found that CC3+ does its work best with a combination of base objects and patches that are used to create in freehand style a geographical area within a landscape that differs from the surrounding landscape. This process is illustrated in the three screen shots on the following pages. In these examples, all very simple sample maps, we create a forested area with base symbols and patches, and then within the forest a forest fire.

To make the task easier, we've turned off the *Snap* option bottom right on the screen. In the screen shot atop the next page, we use four different forest base set to define the general forested area. In the lower screen shot on the next page, we use matching patches to round out the edges of the forested area. Remember when doing this that you also can create more variation by using different angles for the various patches.

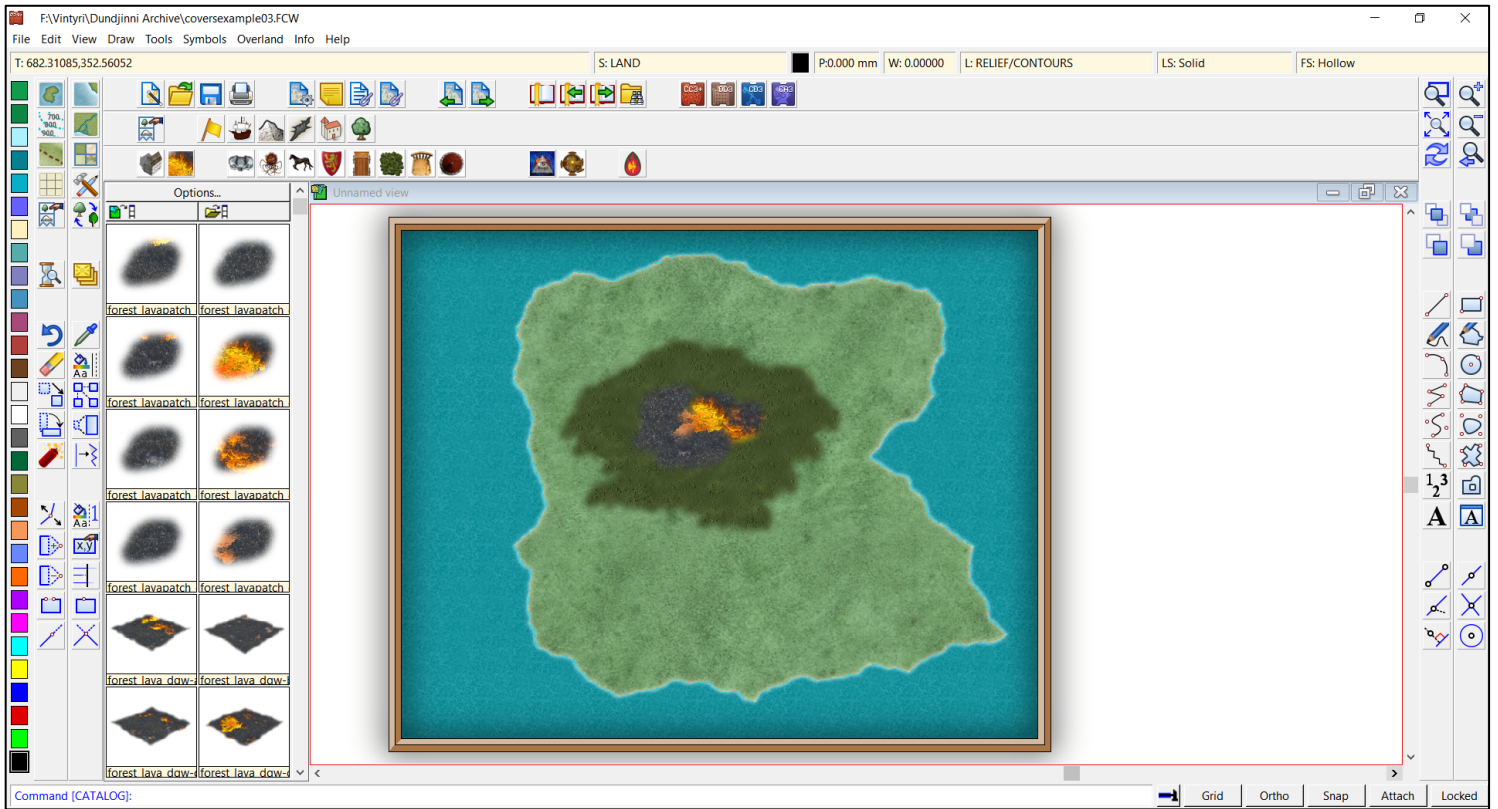
In the third screen shot, we switch to the catalog *Forest with Lava* and use various patches from the catalog to create the burnt and active burn areas.



Four Forest Base Sets



Rounding the Edges with Patches.



Forest Fire Area Added with Burn Area Patches



Dundjinni ArchivesTM

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<http://www.dundjinni.com> or <http://www.cartographersguild.com>

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JÖRÐGARÐ

A campaign setting for
Dungeons Daring and
OGL 3.5 Campaigns

