

Dundjinni™ Archives

Volume 2 – For CC3+, Version 1.1
Fantasy Symbols and Fill Styles

Installation
and
User Guide

From the Dundjinni Forum Archives





Dundjinni™ Archives

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Version 1.1

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



IMPRESSUM: This booklet is published in the Federal Republic of Germany. The following information is required under German law.

Herausgeber: The Vintyri™ Project

Das Vintyri Project ist ein Teil des Steigerwald EDV Verlags, ein nicht gewerblicher, nicht gewinnerzielender Dienst.

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Required Software

- **Campaign Cartographer 3+** from *ProFantasy Ltd.* with the current update.
- An **operating system** that supports CC3+.
- The free **CSUAC 2 add-on** for CC3+.

This package **is not** compatible with *Campaign Cartographer 3*. It works **only** with *Campaign Cartographer 3+*.



IMPORTANT: This add-on expands the *CSUAC 2* add-on available free from the *Vintyri Project*. It is not an independent add-on, and it will not function correctly if the *CSUAC 2* hasn't been installed in advance. **DO NOT INSTALL THIS ADD-ON BEFORE YOU INSTALL THE CSUAC 2! IT WILL DAMAGE PARTS OF YOUR CC3+ INSTALLATION!**

Required Download Files

Before you can install or use the *Dundjinni Archives Volume 2*, 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 these file files into this folder:

- **WINDOWS USERS:** https://www.vintyri.org/downloads/dj_vol2_1_1_cc3p_setup.zip (105 MB)
- **APPLE/LINUX USERS:** https://www.vintyri.org/downloads/dj_vol2_setup_lm.zip (104 MB)

ALL USERS:

- https://www.vintyri.org/downloads/dj_vol2_part1.zip (502 MB)
- https://www.vintyri.org/downloads/dj_vol2_part2.zip (347 MB)
- https://www.vintyri.org/downloads/dj_vol2_part3.zip (685 MB)
- https://www.vintyri.org/downloads/dj_vol2_part4.zip (725 MB)

Do not unzip or use these files yet.

Avoid Problems *Before* You Install!



Please do not skip this step! If you have them, make copies of these important files, which you'll find in **(Data folders)\ProFantasy\CC3Plus**, and keep the copies in a **non-CC3+ folder**:

- **city.mnu** – This file contains the toolbar for *CD3*. If you do not have *CD3*, you may not have this file.
- **dungeon.mnu** – This file contains the toolbar for *DD3*. If you do not have *DD3*, you may not have this file.
- **fcw32.mnu** – All systems have this file. It defines the CC3+ overland toolbar that is available in all CC3+ installations.
- **ss3.mnu** – This file contains the toolbar for *Symbol Set 3*. If you do not have *Symbol Set 3*, you may not have this file.
- **ss4.mnu** – This file contains the toolbar for *Symbol Set 4*. If you do not have *Symbol Set 4*, you may not have this file.

The *Dundjinni Archives Volume 2* has no toolbar icons for *Character Artist 3*, *Cosmographer*, *Perspectives* or *Symbol Set 5*. These add-ons will show blank toolbars.

Knowing Where Your Data Folders Are

During the installation of the *Dundjinni Archives Volume 2*, 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!

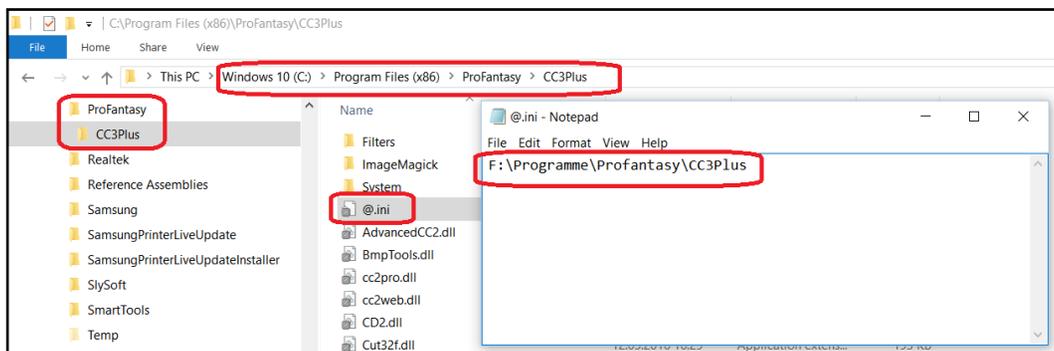


You need to install in the data folders file. If you installed in the CC3+ default location, your installation goal is:

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 2*. See the screen shot below.



Installing the Downloaded Files

Step 1a: Installing the App in *Windows*

Apple and LINUX users should jump ahead to Page 7 and the Section *Step 1b: Installing the App with Emulators in Apple and LINUX Systems*.

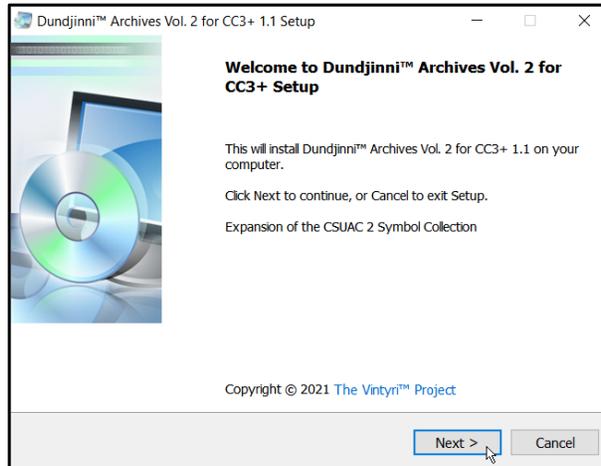
Installation begins with the unzipped file named *dj_vol2_1_1_cc3p_setup.zip*.

- 1. Unzip this file into the temporary folder that you selected above. When unzipped, this file will yield a new file named *dj_vol2_1_1_cc3p_setup.exe*.
- 2. With your temporary folder open in the *Windows Explorer*, click the icon to the left of the file name *dj_vol2_1_1_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 2* can be installed only from a *Windows* administrator account!

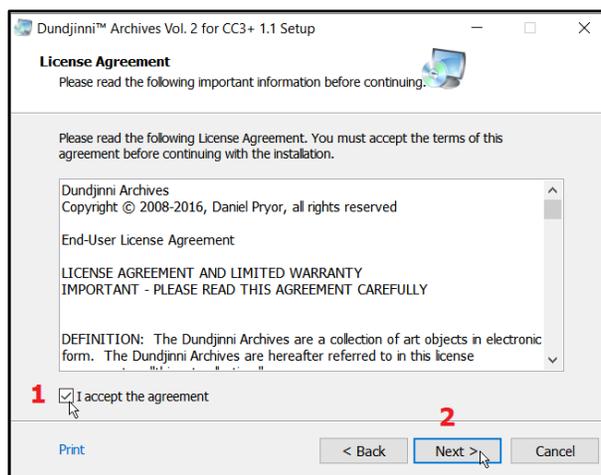
The installer's first dialog box will open:



Click the command button **Next >**.

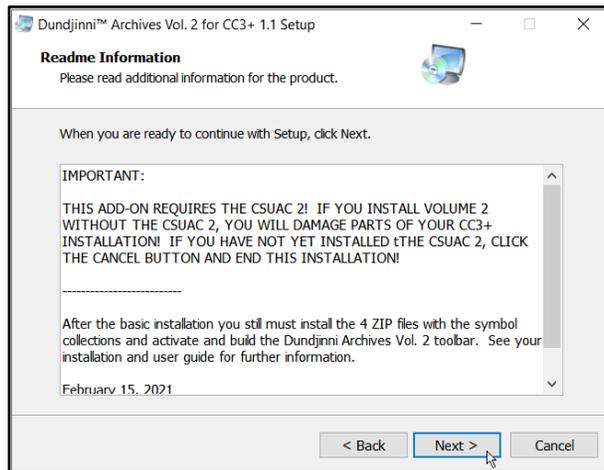
In the next dialog box (below), scroll through the *End User License Agreement*. This is a legally binding agreement. It is to your advantage to read it before you accept it.

- 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.



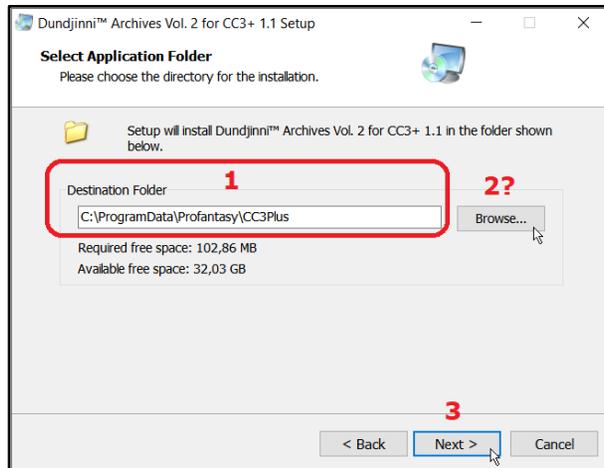
The third dialog box (see the screen atop the following page) is a summary of the most important points made in this installation guide. It gives you reminders of the important steps that need to be done before and after you've run this application setup to successfully add the *Dundjinni Archives Volume 2* 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.



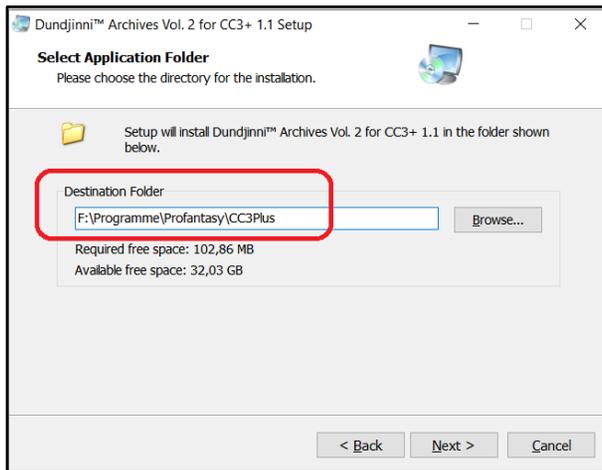
In the fourth dialog box, use the screen shot below as a guideline:

- 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 3. The top screen shot on the following page 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.

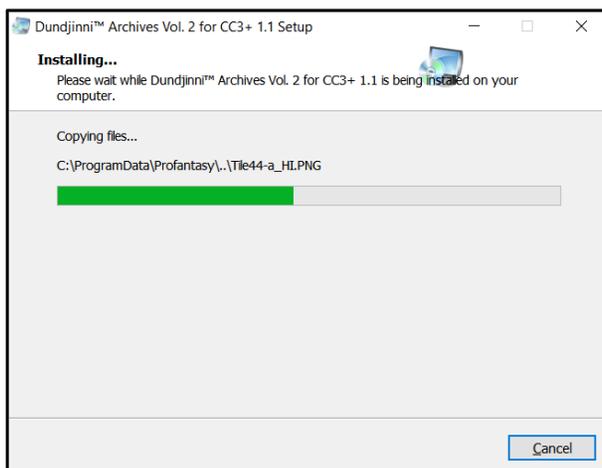
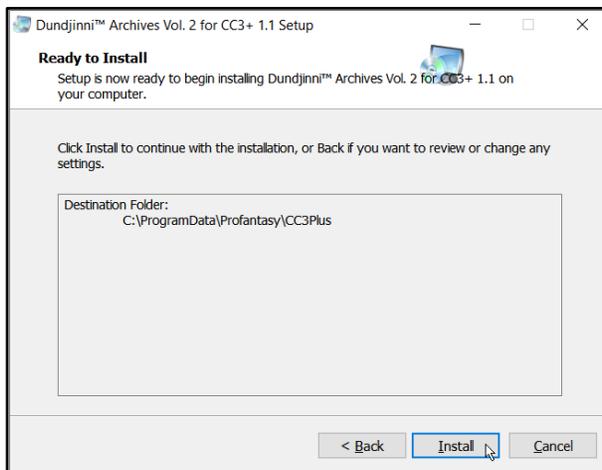


The second screen shot on the following page shows the fifth dialog box. It gives you a chance to double check whether you've picked the right installation folder. If this is correct, click the command button **Install** with the left mouse key.

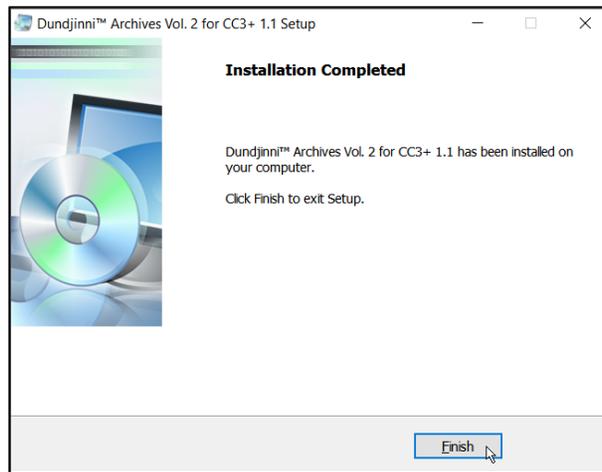
The installation will begin. The setup program will show a green progress bar that indicates to what extent the installation of the application is complete. See the bottom screen shot on the following page.



Custom Installation Location



See the top screen shot on the following page. 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 the Dundjinni Archives Volume 2 has been installed. We still need to install the graphic libraries and build the toolbar.**



Step 1b: Installing the App with Emulators in *Apple* and *LINUX* Systems

Windows Users: Skip ahead to the section *Step 2: Installing the Symbols* 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_vol2_setup_lm.zip* into your data folders. **The basic application for the *Dundjinni Archives Volume 2* has been installed. We still need to install the symbols and fills.**

Step 2: Installing the Symbols and Fills (*Windows*, *LINUX* and *Apple*)

Next, you need to install these four additional ZIP files that you downloaded earlier (See *Page 2*):

- *dj_vol2_part1.zip*
- *dj_vol2_part2.zip*
- *dj_vol2_part3.zip*
- *dj_vol2_part4.zip*

The rest is easy. Simply unzip each of these files into your data folders location, as we determined on *Page 3* of this booklet. With a default *CC3+*-installation, that's:

C:\ProgramData\ProFantasy\CC3Plus

 **NOTE:** Your installation of the *Dundjinni Archives Volume 2* is not yet finished! Next you need to build the new *Vintyri* toolbar!

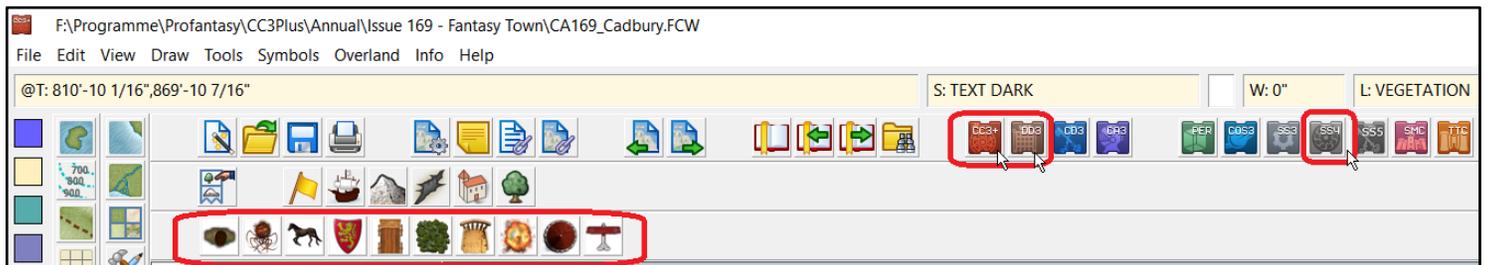
Building the Toolbar

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*. You still need to do the following:

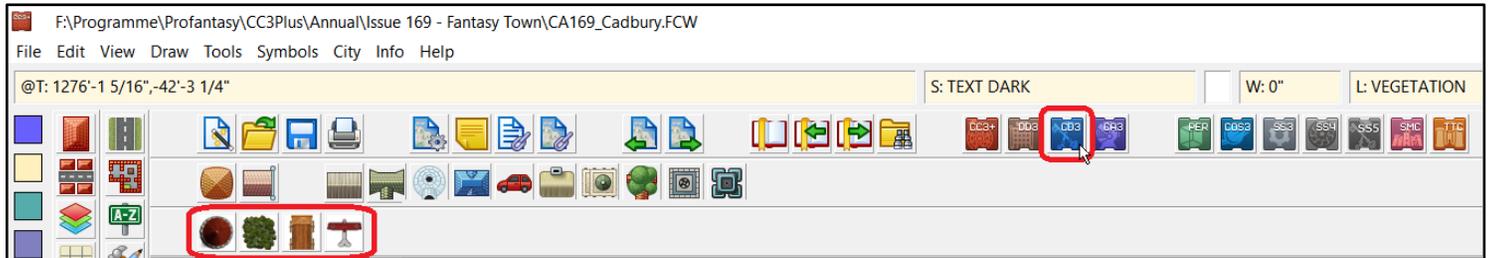
- Run the latest update for CC3+. Even if you have installed it already, **run it again!** This is **a necessary step.** For information on obtaining this update, go to <https://forum.profantasy.com/>. After running the update again ...
- open the *Windows Explorer* in your data folders, in other words @, as described on Page 3 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+.



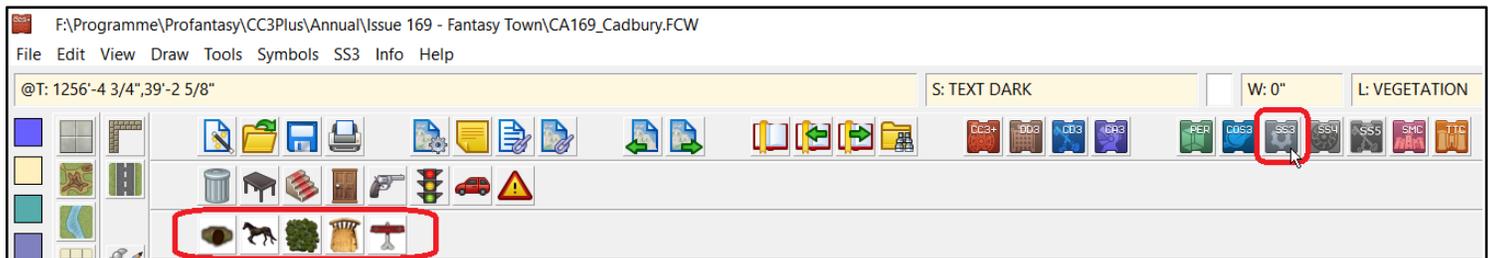
- Your *Vintyri* toolbar with the combined assets of the *CSUAC 2* and the *Dundjinni Archives Volume 2* now should appear if your CC3+ installation is active in *Overland*, *DD3*, *CD3*, *SS3* or *SS4* mode. If it is active in any other mode, the *CSUAC/Dundjinni Archives* part of the *Vintyri* custom toolbar will be empty. The *CSUAC 2/Dundjinni Archives* toolbar appears in different perspectives, dependent upon the active CC3+ mode. The toolbar icons open pulldown menus in most cases. The following shows these perspectives. Please note that if you have installed other *Vintyri* add-ons, additional icons also may appear in the *Vintyri* custom toolbar.



The combined CSUAC 2/Dundjinni Archives toolbar in Overland, DD3 or SS4 modes.



The combined CSUAC 2/Dundjinni Archives toolbar in CD3 mode.



The combined CSUAC 2/Dundjinni Archives toolbar in SS3 mode.

LINUX/Apple: A Forced Cure for the Toolbar Problem

The following is an emergency solution that should be used only in emergency situations where nothing else works! Download the following file and unzip it into *(DataFolders)\ProFantasy\CC3Plus*:

https://www.vintyri.org/downloads/linux_mac_toolbars.zip

This file will copy complete, pre-made toolbars into your installation overwriting those that already are there. You still will need to activate the custom toolbar, as described above, if it is not visible.

Disadvantage: This method will copy into your system toolbar information for all the *Vintyri* add-ons and also for the following *ProFantasy* add-ons: *Dungeon Designer 3*, *City Designer 3*, *Symbol Set 3*, *Symbol Set 4* and *Cosmographer*. If you have not installed some of these add-ons, your toolbars may show icons that do nothing because they are linked to the add-ons that have not been installed.

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:** 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** (this release): 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.

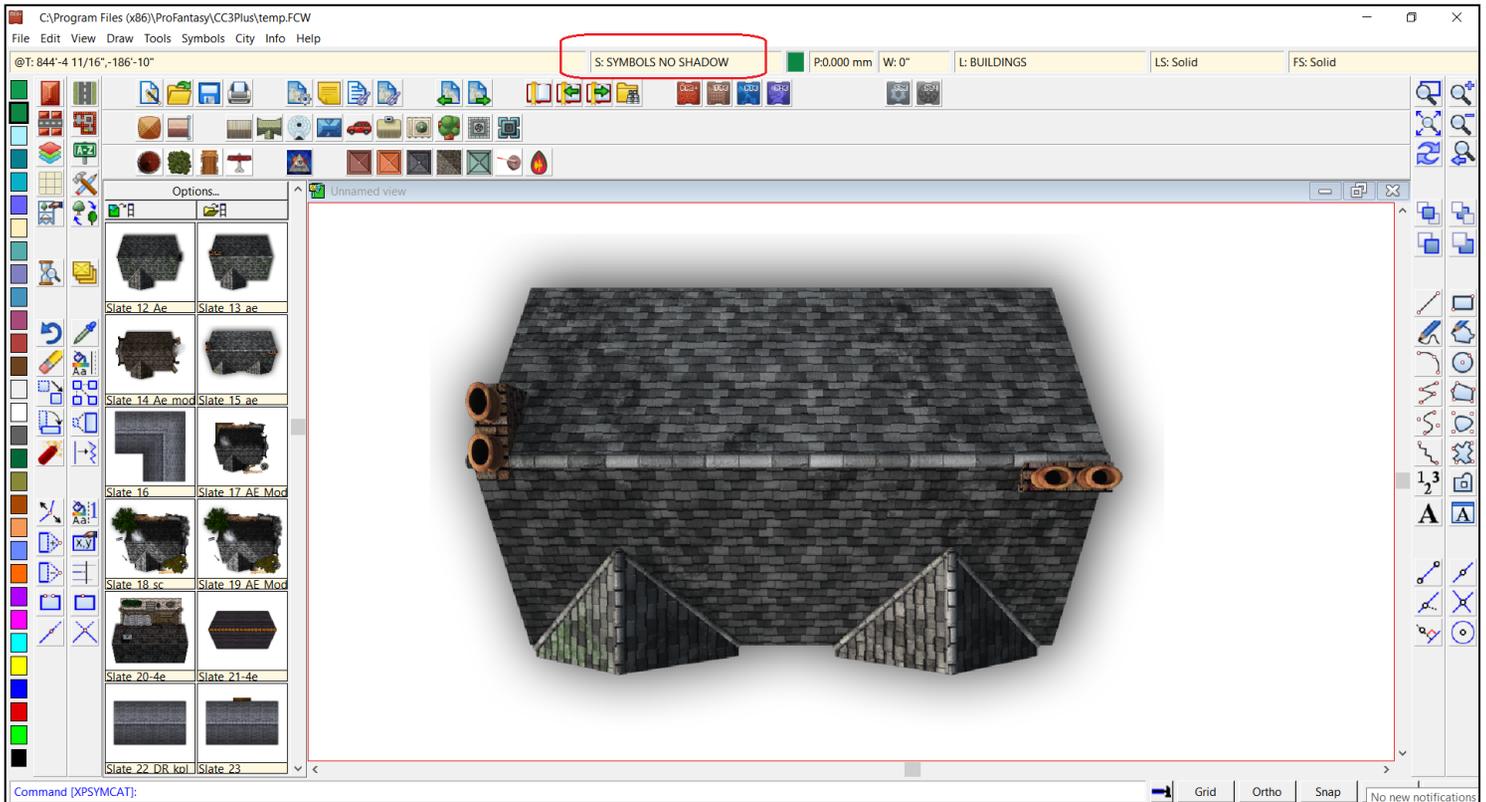
This second volume and 3 are designed as extension of the *CSUAC 2* and require the *CSUAC 2* to work properly.

Shadow Issues

There are two different shadow issues with the *Dundjinni Archives* symbols. One issue is with the *Global Sun* of *CC3+*. The second is with the roof shadowing feature of *City Designer 3*. We'll look at these issues one at a time.

The Global Sun: Unlike *CC3+*, *Dundjinni* is unable to shadow objects placed upon its maps. Therefore, many of the symbols in this collection were made with fixed 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 can 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:

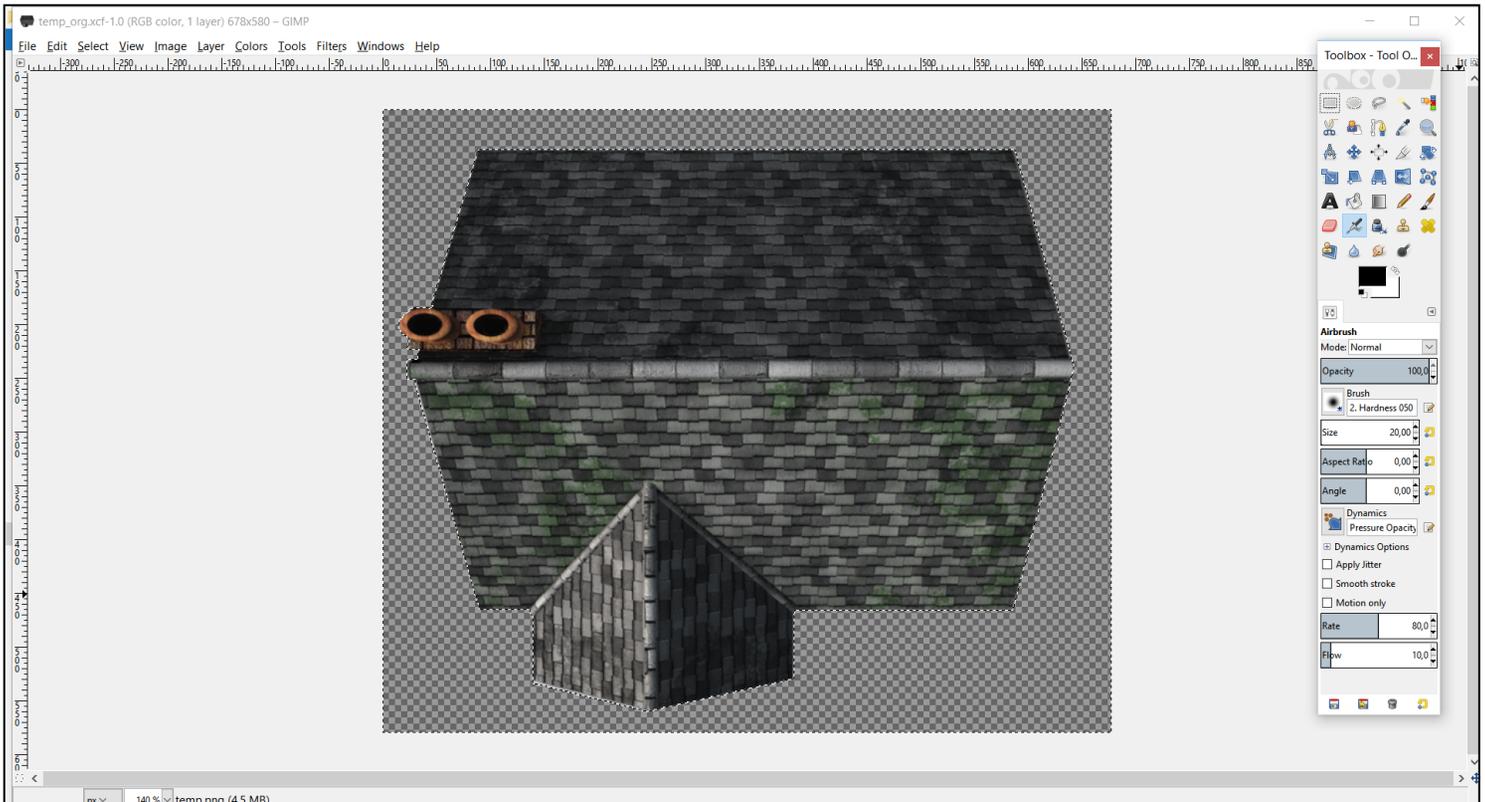
- Create a new sheet that begins with the name *SYMBOLS*, for example in the screen above, *SYMBOLS NO SHADOW*.
- Place the shadowed *Dundjinni* symbol on this new sheet. See the screen shot.
- Activate the shadow effect for the sheet named *SYMBOLS* but not for the sheet named *SYMBOLS NO SHADOW*.

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.

This quick workaround as described 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 shadowed symbols into structural symbols that work with the *Global Sun*, 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* (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

City Designer 3 Roof Shadowing: Unlike the *Global Sun*, roof shadowing plays a role only in structural symbols for *City Designer 3*. *CD3* makes shadows inside of a roof by combining a shadow-neutral symbol with a shadow mask. In the example to the right, *Wooden U3_VH.PNG* is a symbol with no shadows within the roof. *Wooden U3_VH_MAP.PNG* emulates the original symbol with color codes in pink, purple and blue that tell *CD3* how to make internal roof shadows in a symbol based upon its position.



Unfortunately, *Dundjinni* is unable to create such dynamic roof shadowing. For that reason, many of the *Dundjinni* artists who created structural symbols that are in the archives added internal shadowing to their roofs. See the example on the next page. This works reasonably well in *Dundjinni* and often also in *CC3+*, for that matter. However, depending upon position, these fixed shadows often run in different directions than the shadows that *CD3* generates for its own symbols with help from the mask files that create shadows based upon the *Global Sun* settings.

This is a difficult problem to resolve. We know of no truly satisfactory workaround. One could simply ignore the original artist's fixed shadowing and create a mask file for the symbol. However, doing that can create a shadow upon a shadow or add a shadow to a light area and light to a shadowed area. Once again, this "double shadowing" sometimes 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.

The best solution would be to obtain the original *GIMP* .xcf-files or the original *Photoshop* .psd-files from the creator and then erase the shadow layers and export new PNG files. However, these original files seldom will be available. Persons who are really talented with *The GIMP* or *Photoshop* also could retouch the PNG symbols to neutralize this shadowing, but probably only few readers of this guide have the ability to do that.

There are no shadow masks in this conversion of the *Dundjinni Archives* for *CC3+*. Before we in the *Vintyri Project* could implement *CD3* shadow masking, we would need to strip the original files of their roof masking and then create shadow masks as we did with structural symbols in the *Bogie's Mapping Objects* art pack or in the *Vintyri Cartographic Collection*. However, our license, which allows us to distribute our conversion of the archives does not permit us to modify the archives' content and then distribute the modifications.

The only remaining solution for most users then is to use the pre-shadowed structural symbols as they are and to do without *CD3* roof masking, as far as these symbols are concerned.



Illegal Distribution

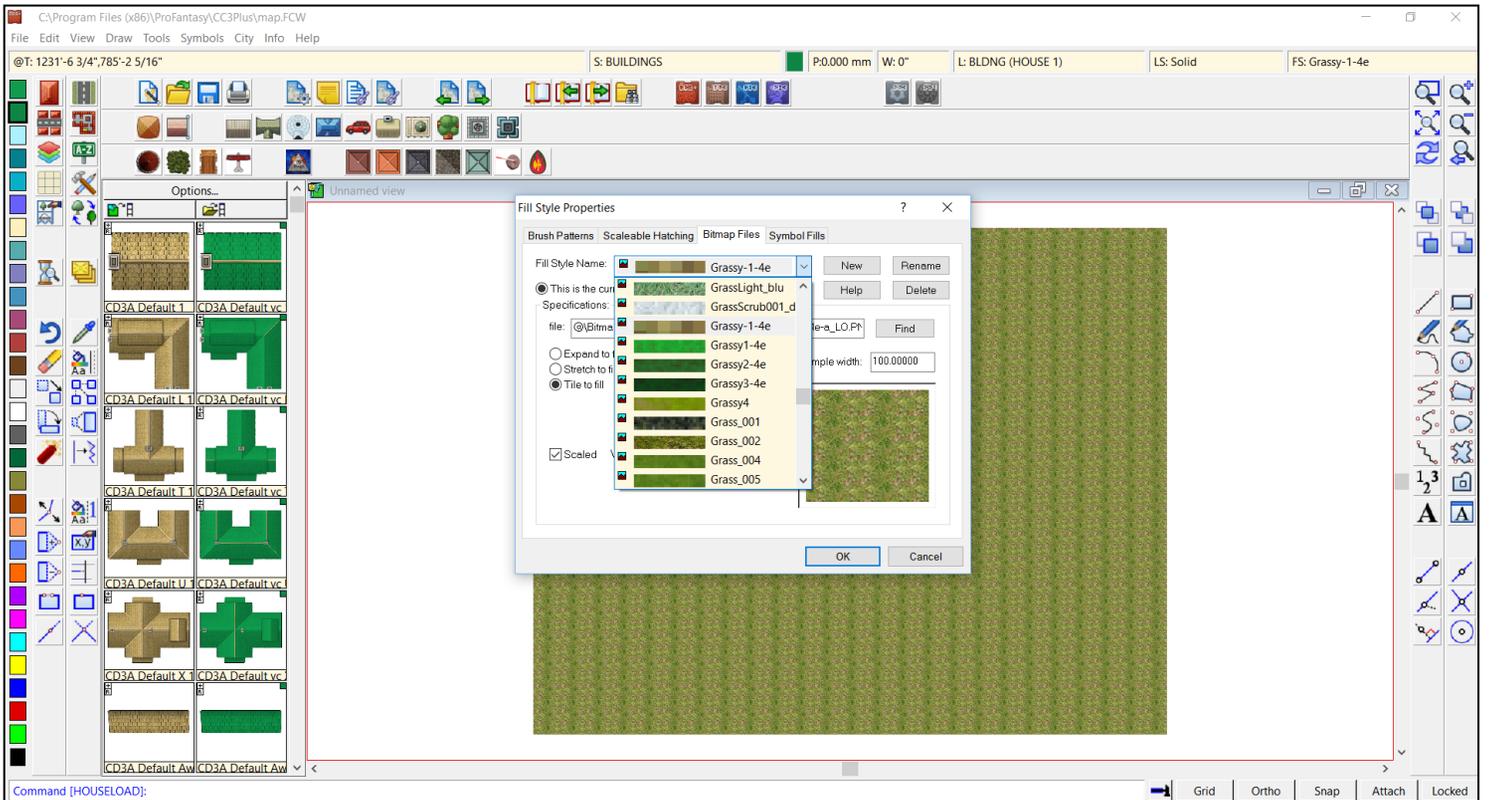
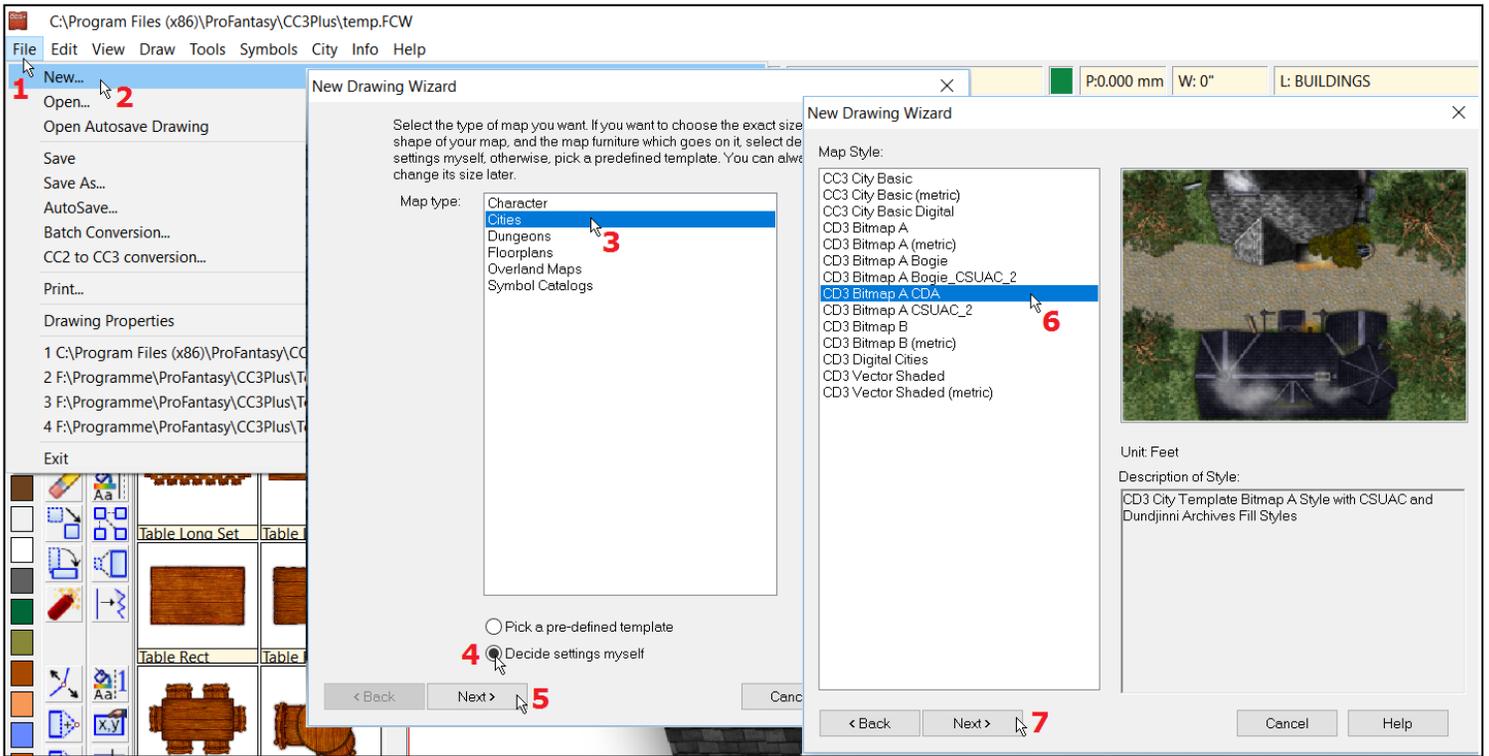
The kind of symbol modification described above is allowed specifically by the End User License Agreement (EULA) that you accepted when installing the *Dundjinni Archives Vol. 2*. (It can be read again at the end of this booklet.) However, when you modify such symbols, you also have agreed that they are the property of the original symbol's owner. You **are not allowed** to distribute the modified symbols to other users of CC3+.



City or Battlemaps with CD3

To make such a map and have ready access to the *Dundjinni Archives* fill styles best suited to the purpose, use the upper screen shot on the following page as a guideline and:

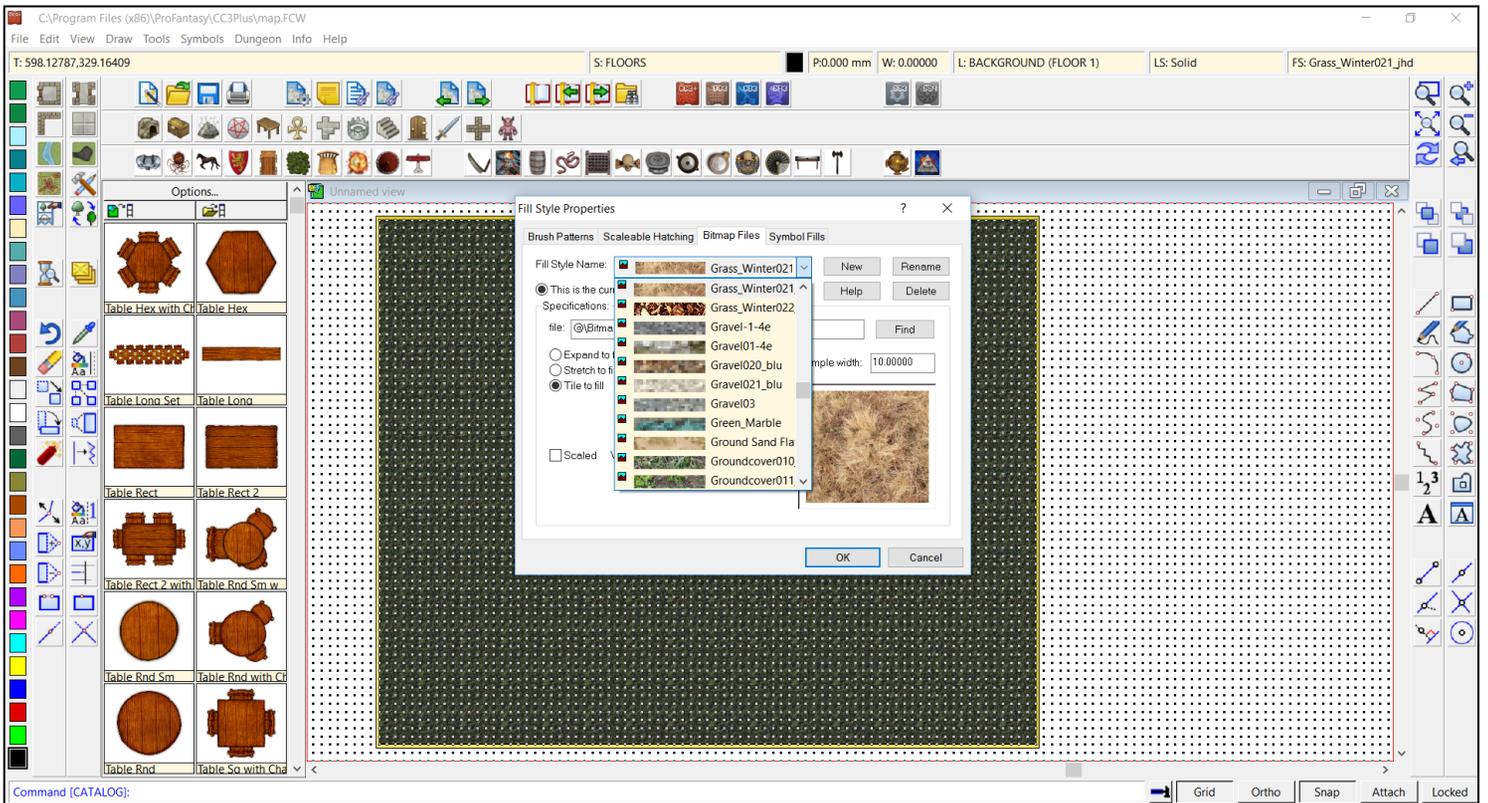
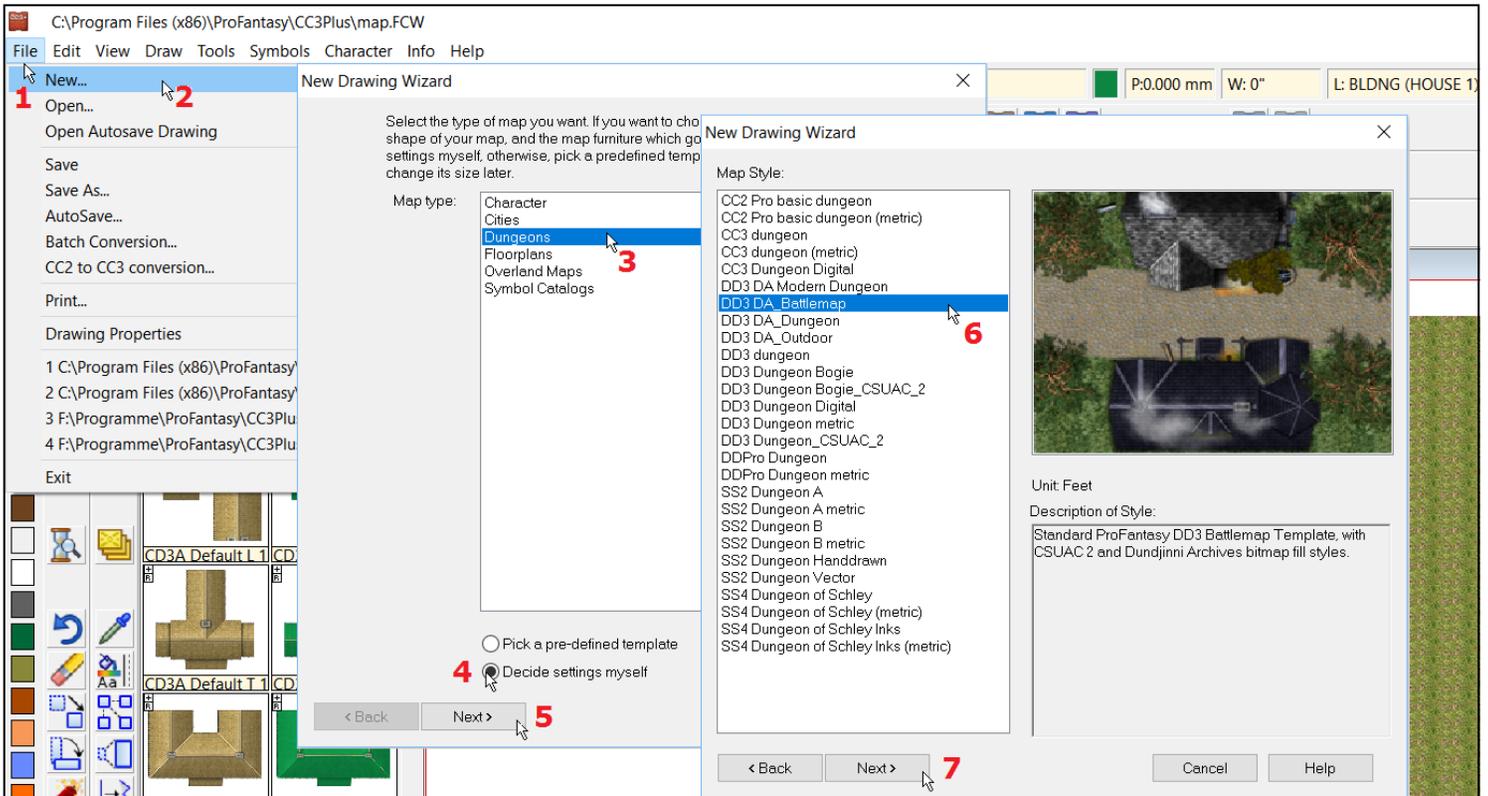
- 1. Click the menu option *File*.
- 2. Click the menu option *New*. That opens the *New Drawing Wizard*.
- 3. Pick the option *Cities*.
- 4. Click *Decide settings myself*.
- 5. Click the command button .
- 6. Under *Map Style*, pick the option *CD3 Bitmap A CDA*.
- 7. Click the command button .
- Carry out the remaining operations as usual for a new map. CC3+ then will open a new CD3 map that has all of the fitting CC3+, CD3, CSUAC 2 and *Dundjinni Archives* fill styles readily available. See the lower screen shot on the following page.



Battlemaps with DD3

To make such a map and have ready access to the *Dundjinni Archives* fill styles best suited to the purpose, use the upper screen shot on the following page as a guideline and:

- 1. Click the menu option *File*.



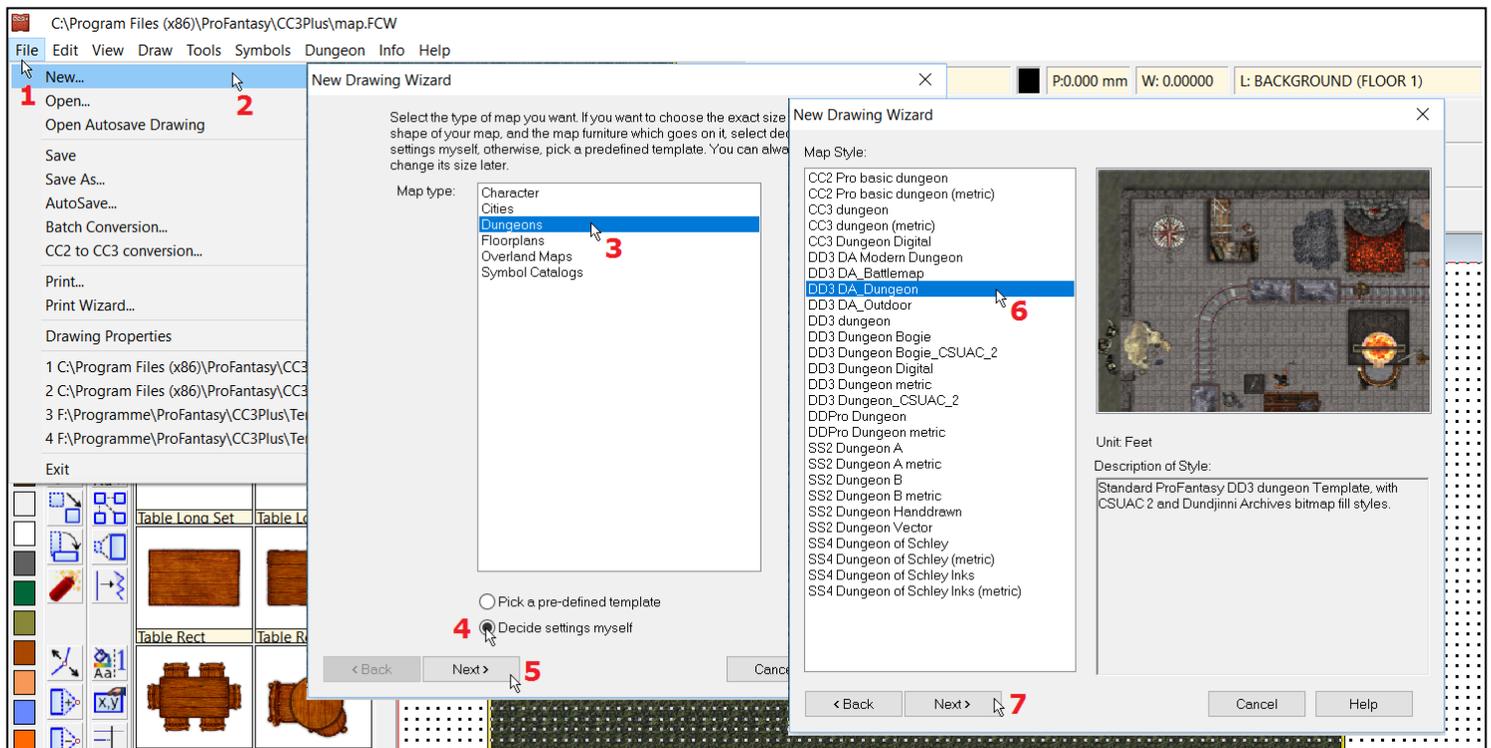
- 2. Click the menu option *New*. That opens the *New Drawing Wizard*.
- 3. Pick the option *Dungeons*.
- 4. Click *Decide settings myself*.

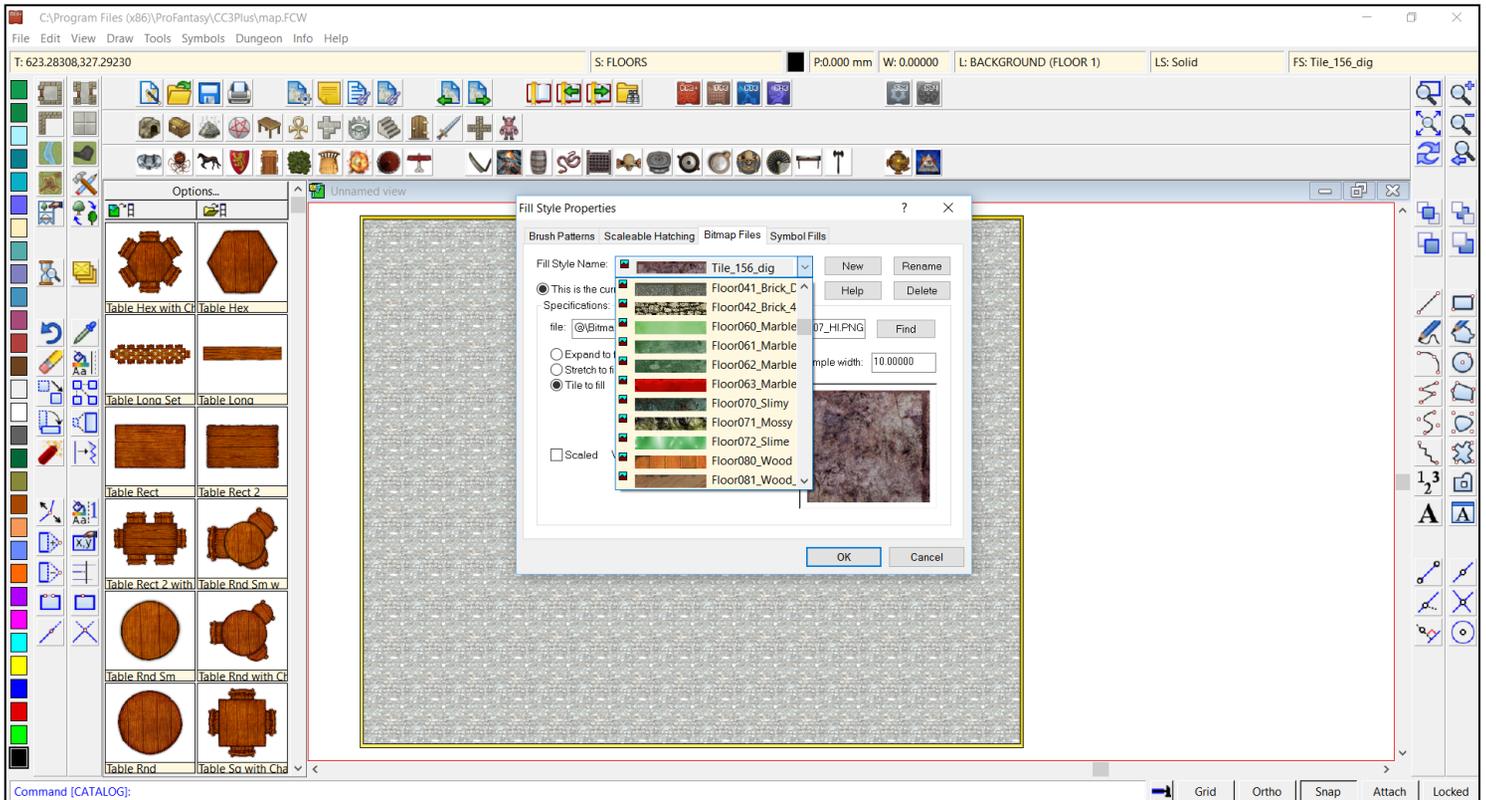
- 5. Click the command button **Next >**.
- 6. Under *Map Style*, pick the option *DD3 DA Battlemap*.
- 7. Click the command button **Next >**.
- Carry out the remaining operations as usual for a new map. *CC3+* then will open a new *DD3* map that has all of the fitting *CC3+*, *CD3*, *CSUAC 2* and *Dundjinni Archives* fill styles readily available. See the lower screen shot on the previous page.

Dungeon and Room Plans with *DD3*

To make such a map and have ready access to the *Dundjinni Archives* fill styles best suited to the purpose, use the screen shot below as a guideline and:

- 1. Click the menu option *File*.
- 2. Click the menu option *New*. That opens the *New Drawing Wizard*.
- 3. Pick the option *Dungeons*.
- 4. Click *Decide settings myself*.
- 5. Click the command button **Next >**.
- 6. Under *Map Style*, pick the option *DD3 DA Dungeon*.
- 7. Click the command button **Next >**.
- Carry out the remaining operations as usual for a new map. *CC3+* then will open a new *DD3* map that has all of the fitting *CC3+*, *CD3*, *CSUAC 2* and *Dundjinni Archives* fill styles readily available. See the screen shot atop the following page.





Resolution Limitations

CC3+ uses a set of four resolutions for symbols and fill styles:

- **VH – Very High**
- **HI – High**
- **LO – Low**
- **VL – Very Low**

However, different scale resolutions for each of these categories have been defined for fill patterns, overland symbols, city symbols and dungeon symbols. *Dundjinni*, on the other hand, have single scale resolutions: 1 foot = 40 Pixels for symbols and 200 x 200 Pixels for fill styles. As a result, not all *Dundjinni* objects can be converted into all four CC3+ resolutions:

- **Fill Styles:** CC3+ fill styles in VH resolution have a size of 500 x 500 Pixels. *Dundjinni* fill styles have a size of 200 x 200 Pixels, the same size as CC3+ fill styles of HI resolution. Therefore, the *Dundjinni Archives* fill styles are available only in the resolutions of HI, LO and VL.
- **City Designer 3 Symbols:** The VH resolution for city symbols is at a scale of 1 foot = 40 Pixels, the same as the standard scale for *Dundjinni* symbols. The *CD3* symbols therefore are available in all four CC3+ resolutions – VH, HI, LO and VL.
- **Dungeon Designer 3 Symbols:** The VH resolution for dungeon symbols is at a scale of 1 foot = 100 Pixels. *Dundjinni* symbols have a scale resolution of 1 Foot = 40 Pixels, the same as the scale resolution of *DD3* HI symbols. Therefore, the *DD3* symbols are available only in the resolutions of HI, LO and VL.



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A campaign setting for
Dungeons Daring and
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