

The Vintyri™ Project

TM

Cartographic Collection



Collection Guide

Installing and Using the Textures, Features
and Templates in Other World Mapper™

Alpha-Version 1.0801



Compatible with the Dungeons Daring™ and OGL 3.5 Role-Playing Games
and the JÖRDGARD™ Campaign Setting

Vintyri Cartographic Collection Guide

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Vintyri Cartographic Collection

Using and Installing the Collection
with *Other World Mapper*TM

Version 1.0β01

Product Code: VCC1OWM-001

**Authored by the *Vintyri*TM Project
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Front cover picture: Cartographical realization of Rödelsee Gate in Northern Bavaria Iphofen
Rear cover picture: Karlsburg Ruin over Karlstadt am Main in Northern Bavaria

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http://www.dundjinni.com/forums/forum_topics.asp?FID=8



<http://www.rpgmapshare.com>



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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

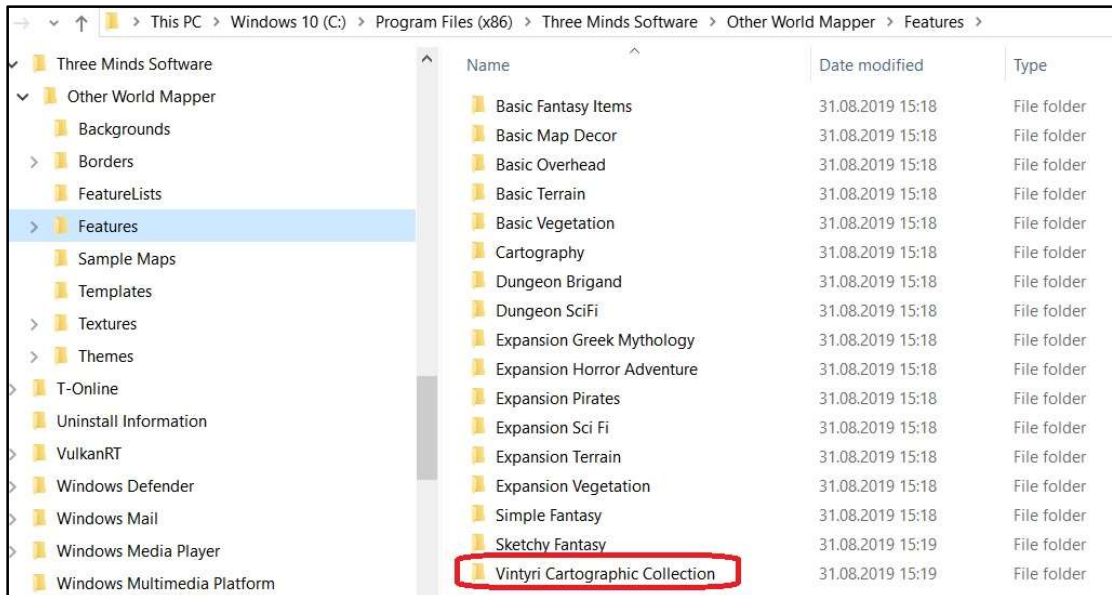
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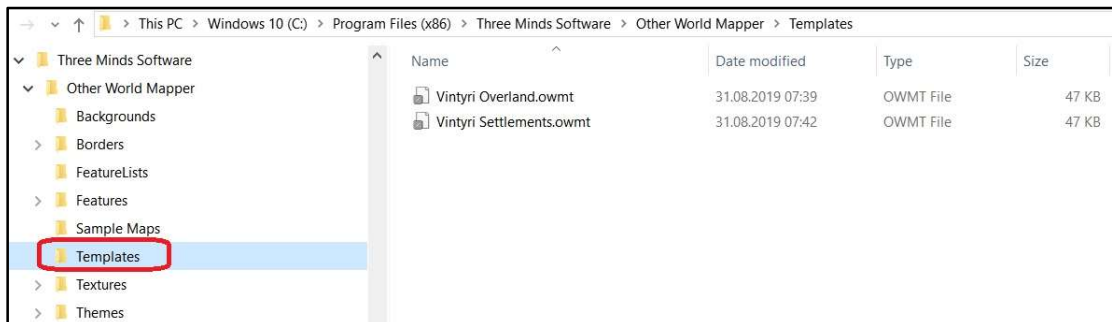
1. Installing the Collection

Please note that our objects are made with afternoon, Northern Hemisphere internal shadows. The corresponds to the setting of light from the lower left for *Other World Mapper*.



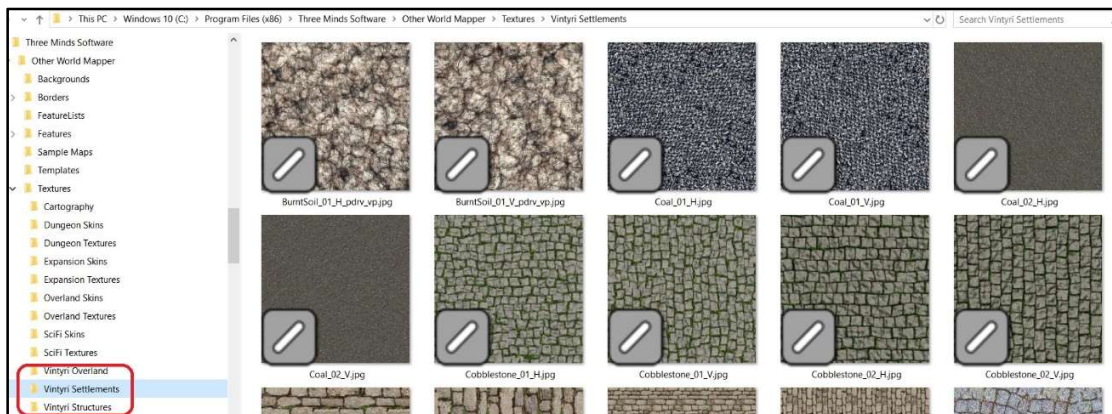
Installation folder for the Vintyri Features in OWM

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Installation folder for the Vintyri Templates in OWM

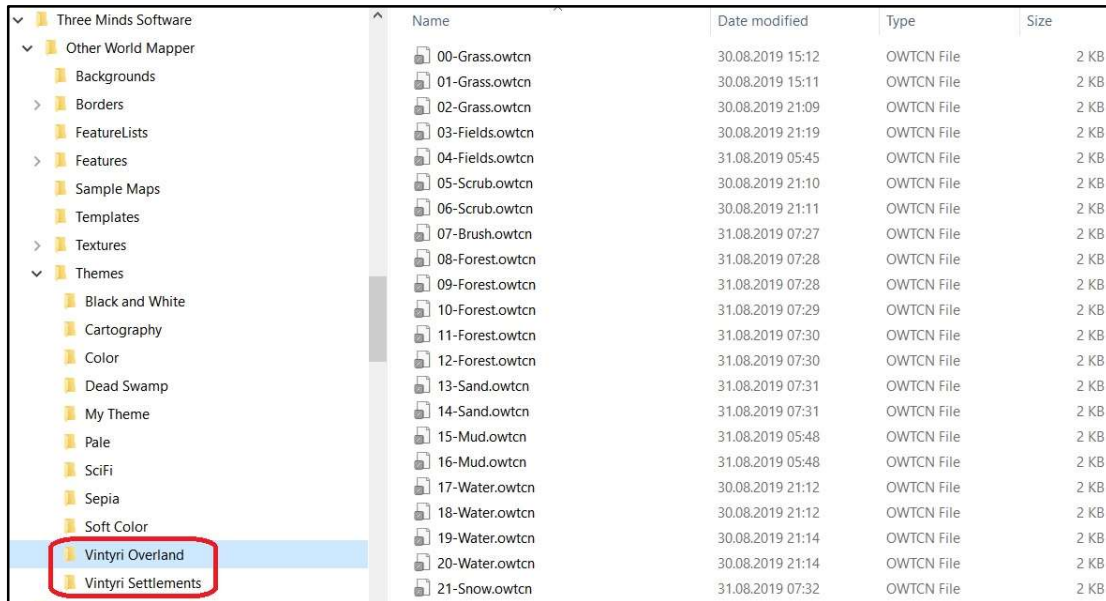
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Installation folders for the Vintyri Textures in OWM

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Installation folders for the Vintyri Themes (Presets) in OWM

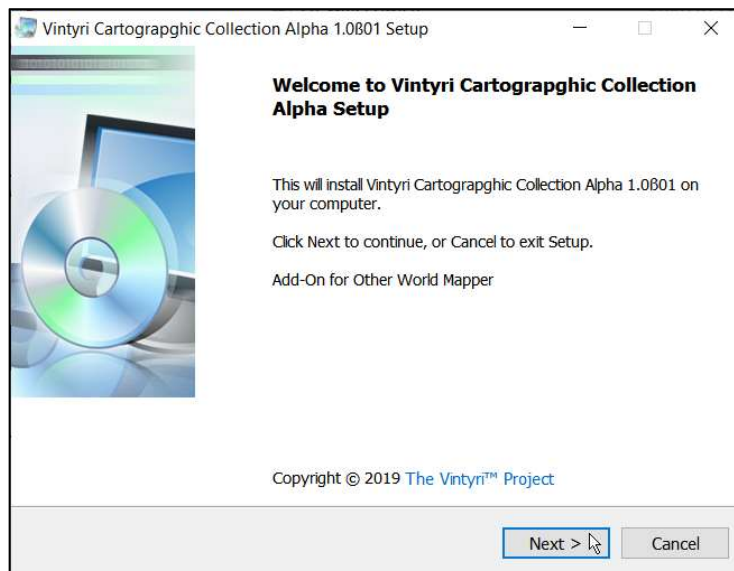
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Vocabulary: Features in *Other World Mapper* are Symbols in *Fractal Mapper 8* and *Campaign Cartographer 3+* are Objects in *Dundjinni*. Textures are Fills or Fill patterns in *Fractal Mapper 8* and *Campaign Cartographer 3+* and Textures in *Dundjinni*.

Running Setup

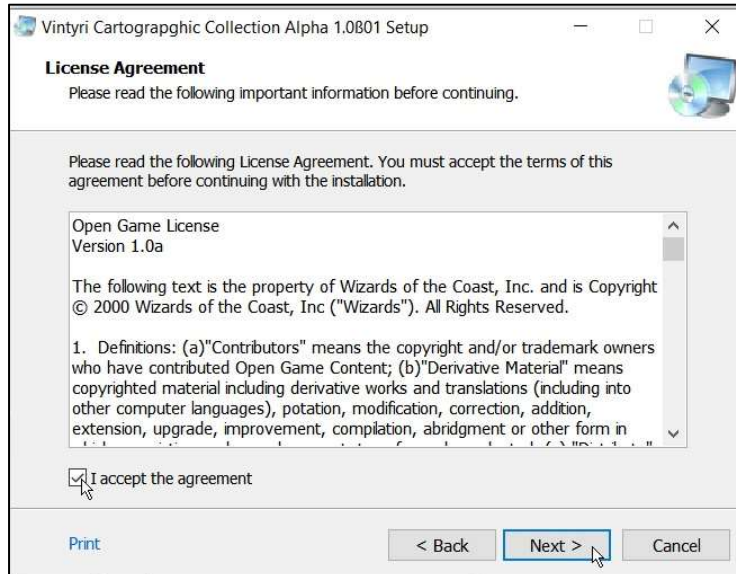
After you've unzipped *Setup.exe* we **strongly** suggest that you run it as an administrator. Then take the following steps:

After reading the first page, click **Next**

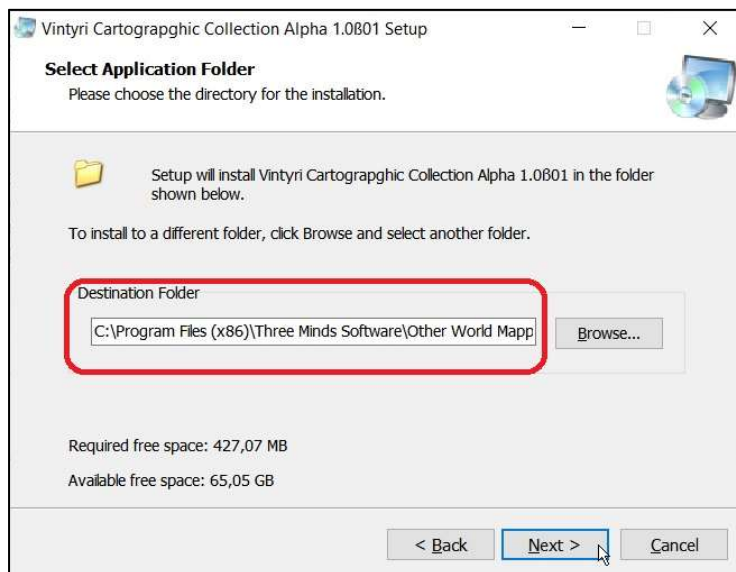


On the following page, read the *Open Game License 1.0a*. Among other things, it allows you to use all the objects of the *Vintyri Cartographic Collection* in maps you make for both personal and commercial use. Click the control box *I accept the agreement* and then click the command button **Next**

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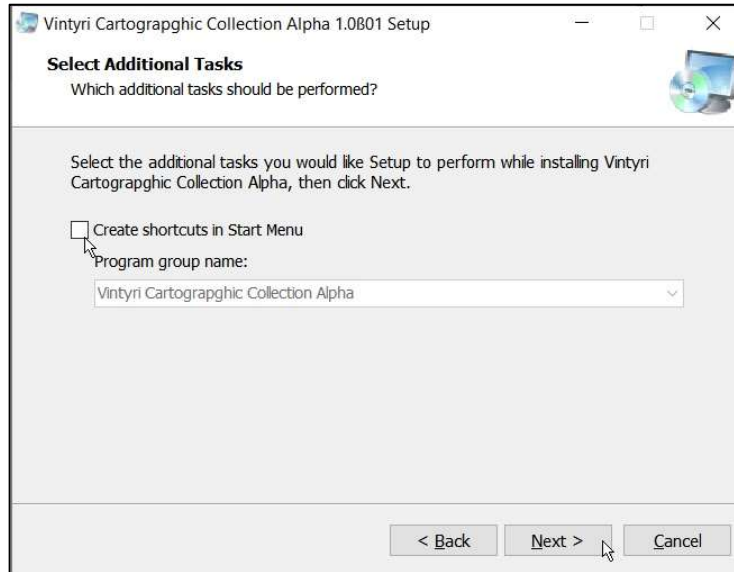


You must be very careful on the following page. If you have Version 0.97 of *Other World Mapper* and you used the default installation, the text field *Destination folder* already contains the correct destination. However, this may be different with later versions of *Other World Mapper* and it always will be different if you chose a custom location. You **must** be certain that the correct installation location of *Other World Mapper* is entered. Then click the command button **Next**

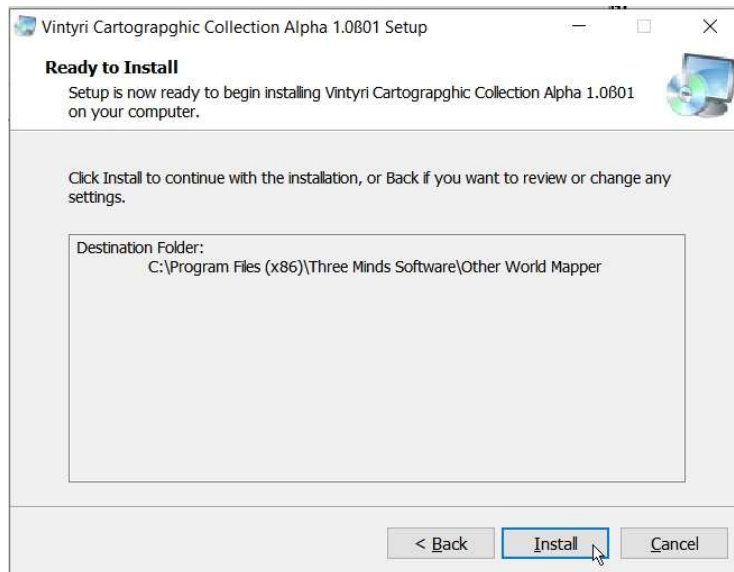


On the next page, we suggest that you click off the control box *Create shortcuts in start menu*. This add-on contains no executable programs. Therefore, a start menu entry will do nothing. Then click the command button **Next**

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The next page summarizes what you've decided. If you're satisfied, click the command button **Install**. The setup program will begin the installation and inform you when it is finished.



2. What You Won't Find Here

Most cartographic collections attempt to present a wide assortment of mapping symbols, objects, fills and textures. This *Vintyri* collection was created mainly for city mapping with some overland tools provided. We have additional add-ons that at the time this is written are not available for *Other World Mapper*, although future releases are being considered. There are almost no dungeon features and few overland features in this add-on. The few exceptions are in the Feature sets *Building parts* and *External objects*. There are many dungeon objects in other *Vintyri* add-ons that may be released in *Other World Mapper* versions in the future.

3. Redistribution of the *Vintyri* Symbols, Fills & Textures

This section has nothing to do with maps you make using our symbols. You may make, use and distribute legitimate maps as you wish without attaching the *Open Game License* Version 1.0a (OGL). However, you may not use the *Vintyri*™ trademark or our other trademarks in association with your maps.

When we've developed mapping symbols in the past, we invariably were asked whether people could offer them for download on their own websites or even modify them and then offer them for download. The *Vintyri* symbols are released under the OGL, so the answer to both questions is yes, if you accept the OGL. The OGL for this product is at the back of this booklet. This means that you can and can't do the following:

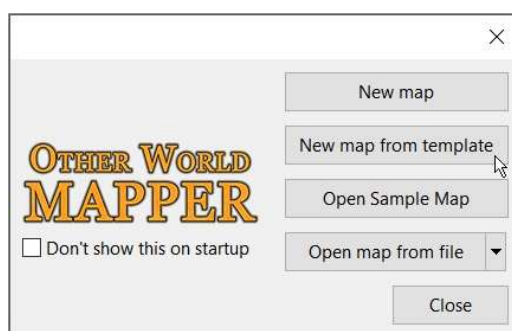
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4. Using the *Vintyri* Cartographic Collection

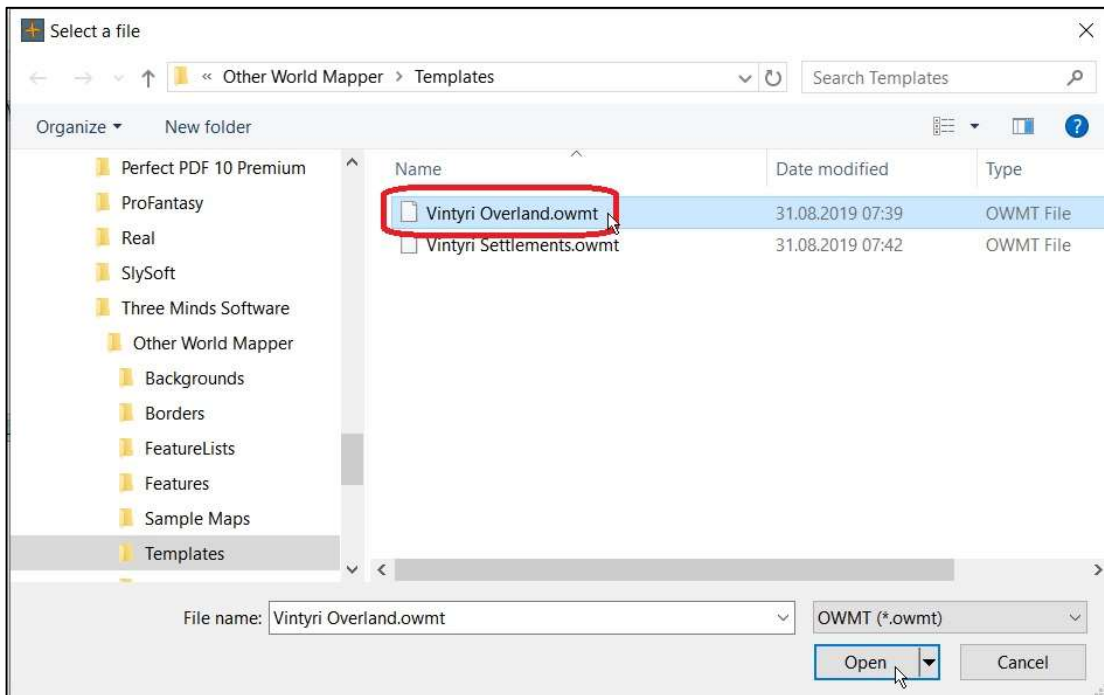
There are a number of ways to bring the contents of the *Vintyri Cartographic Collection* into your *Other World Mapper* maps. Seeing that the collection was designed specifically for the style of the *Vintyri Jörðgarð Campaign Setting*, the easiest start would be to choose one of the templates designed for that purpose. Let's start *Other World Mapper* and see how that works.

Using a Template

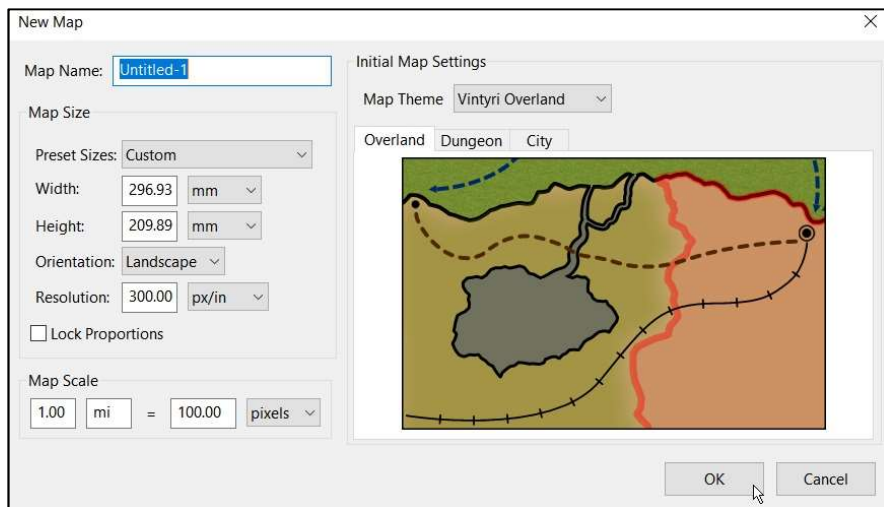
When the startup dialog appears, we'll click the command button *New Map from template*



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In the dialog field, we'll choose the template *Vintyri Overland.owmt* and click the command button **Open**.

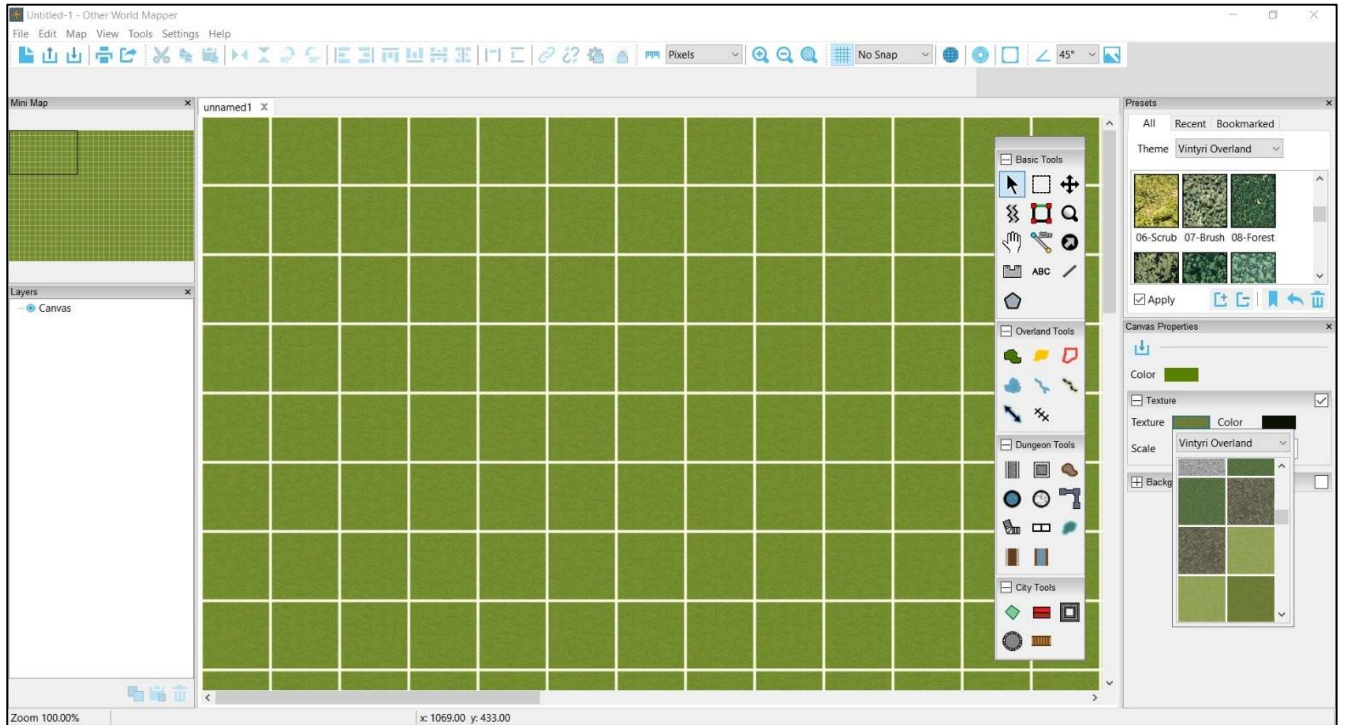


The settings in the dialog field now are set to the *Vintyri* theme. We can click the command button **OK**.

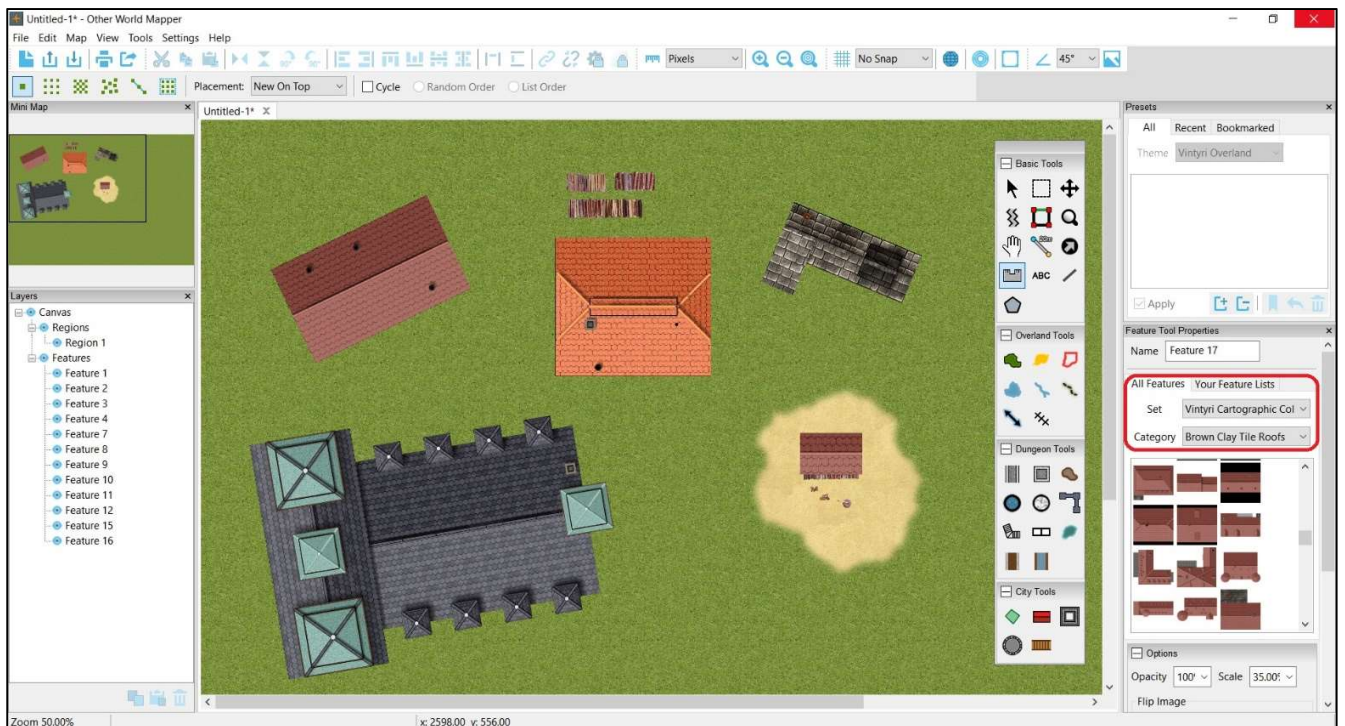
Other World Mapper now opens our new map, ready for us to go to work (see the screen shot atop the following page). If we take a good look at the screen, we can see a number of differences between this map and the default versions started by *Other World Mapper*:

- A 100-Pixel design grid is visible. (You can, of course, turn it off anytime you don't want it.)
- The green grass background is different. This is a raster (bitmap) texture. The patterning is difficult to see at this scale, but if you set both the scale and the opacity to 100%, it will become visible.
- *Vintyri Overland* presets and textures also are available on the right side of the screen.

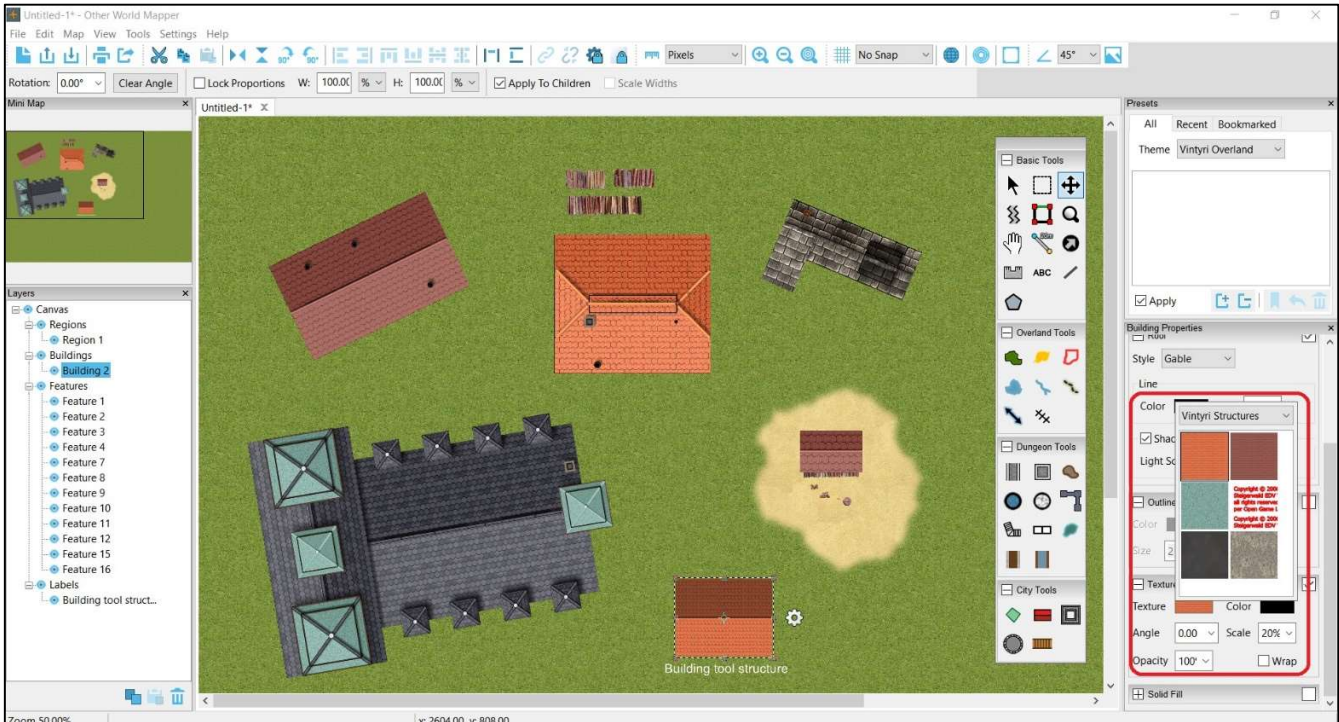
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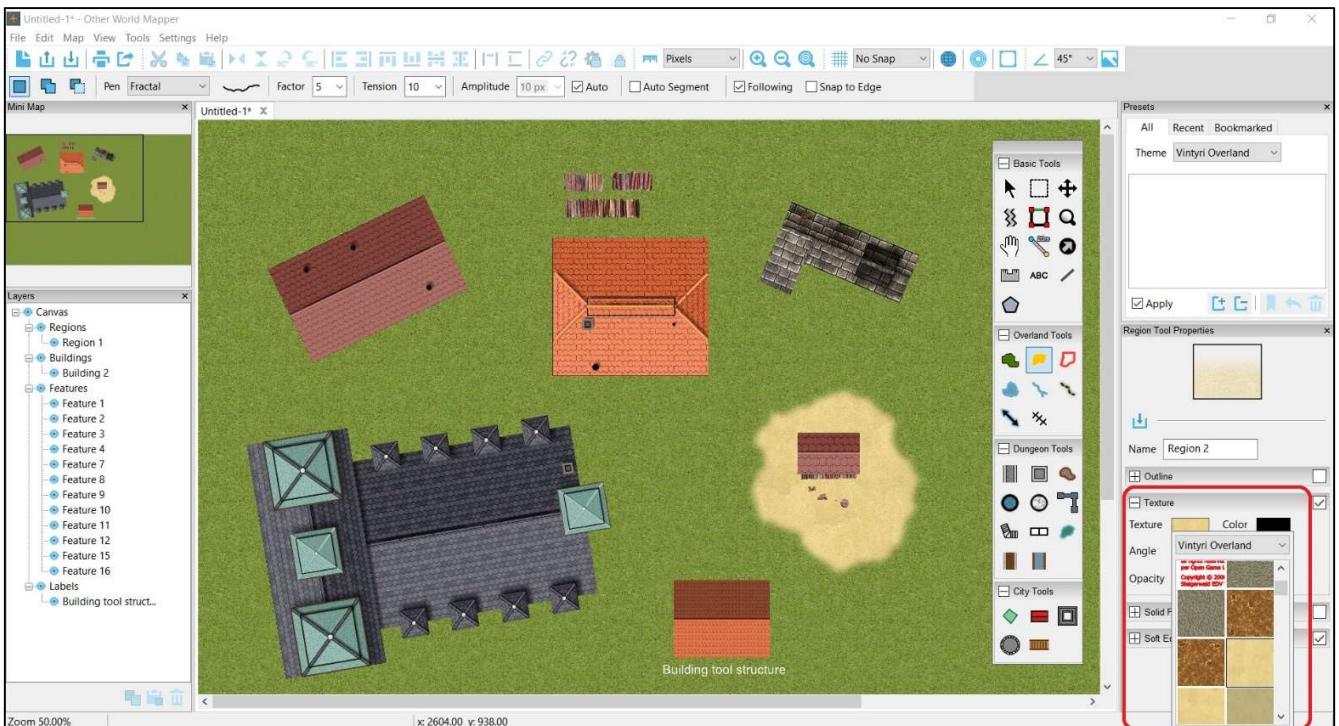
One also can open the Features selection, pick the set *Vintyri Cartographic Collection* and then choose one of the many symbol categories. The collection offers more than 1,000 structural raster (bitmap) symbols in as many as five roof styles, all in raster quality like those shown below.



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In addition, we can use a raster texture from the *Vintyri Structures* set to make a *Vintyri*-compatible house with the building tool (above) from the *Overland* tool group, and the *Region* tool and a sand texture from the *Vintyri Overland* set to make a sand terrain for the woodshed (below).



Without a Template

Everything done in the examples above also can be done in a map started without a template. The main difference is that many more things must be done manually.

5. Help! It's not Working!

Remember that this is a first alpha release, barely tested. That said, we doubt that there's much that can go wrong with it, because it just adds graphic material to your *Other World Mapper* installation. The setup program installs no executable files or other active program elements.

If you install this alpha version of the *Vintyri Cartographic Collection* and nothing of the elements that we've shown here can be found, then it's as good as certain that they were installed to the wrong location. In that case, please open the *Windows Explorer* and check the locations shown on Pages 10 and 11 to see if you can determine whether they landed incorrectly. If you find them, used the *Explorer* to move the files to the correct locations.

Tip: In the few trouble reports that we've had to date, the alpha testers had installed into:

C:\Programs (x86)\Three Minds Software\Other World Mapper\Other World Mapper

instead of:

C:\Programs (x86)\Three Minds Software\Other World Mapper

If you find a second *Other World Mapper* folder inside the top *Other World Mapper* folder, you've located the problem.

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