

This Tutorial is to demonstrate how to combine large maps using Dundjinni

This is the map we will be working with



My 24 grid stops here on this map and start here.

From here and to the left is the overhang for the map to the left of this map

This is part of the map Below this map

Notice on this map, I have overhang to the right that is not cut off. This is for next map

This is the map we will connect to. Take in mind this map has been created but for purposes of this tutorial I will show the whole map



This line shows where this map really starts. All to the left of that line is from the other map

I do all my maps a 24x30 which gives me (9) 8x10 battlemaps

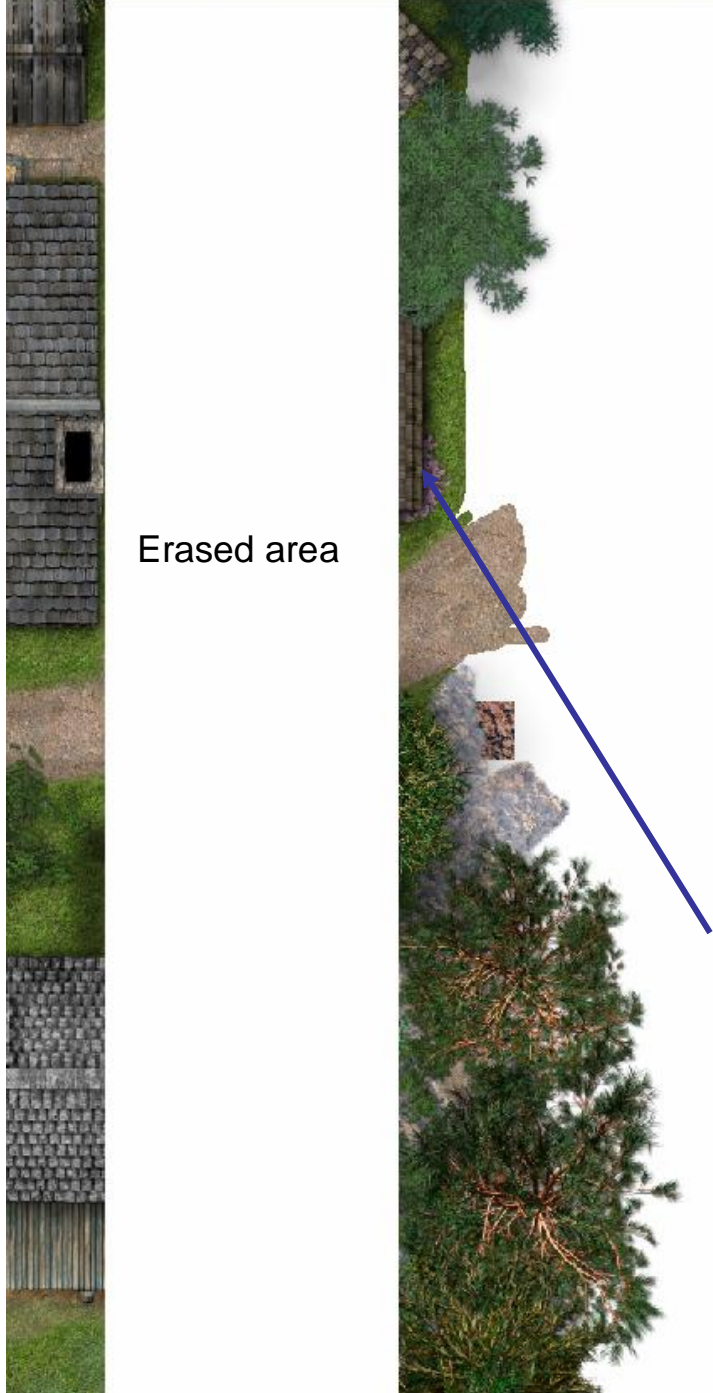
To start, you will notice I said I use a 24 grids across this says 26 and that because I have 2 grid from the last map to the left

This is are stop and start point





We will be matching these items on the next map

This is a temporary marker I place on the map so I know here the 24 stops. I do this in many areas



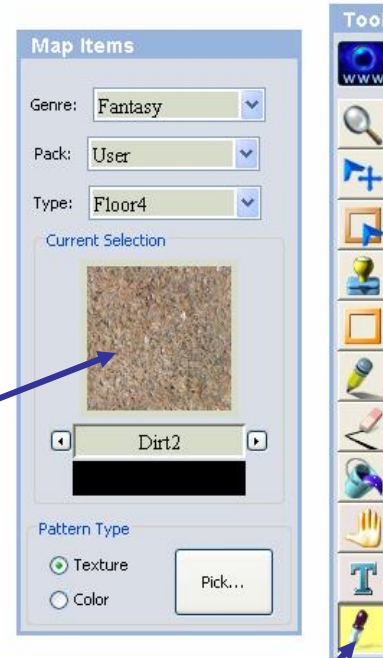
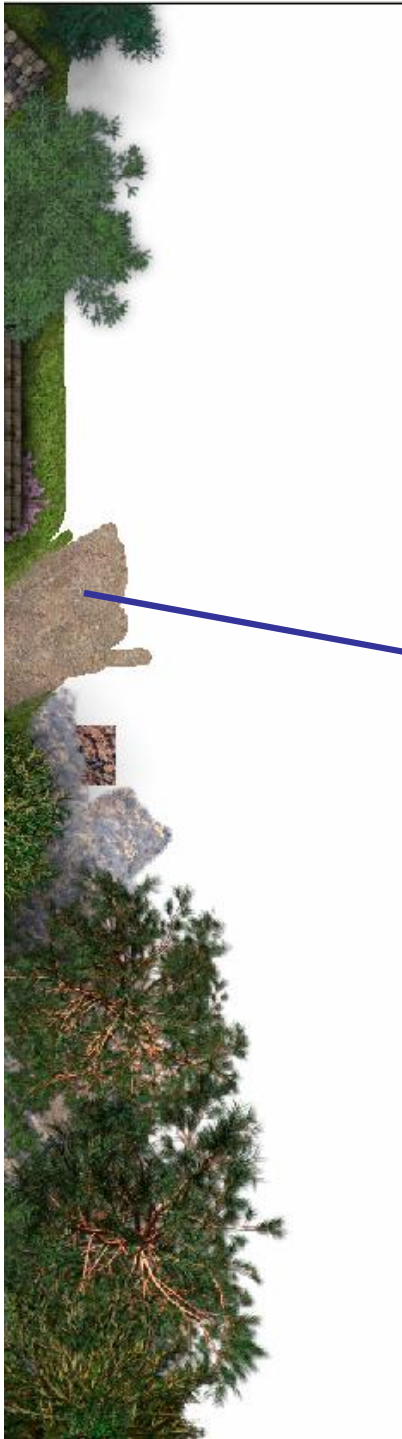
Erased area

To make the connecting map to the right of this, I save the map as a new map and start cutting. The next step is to turn the snap grid on and set it to center of cell. You then need to set the eraser to line and Cut material away from the map. You have to cut enough out that you get whole objects or they will not show up when you move what is left.

After you have the erase completed, you can either erase all the rest of it or tag what you want with  command set to all and do a cut. Then make a new  Map and paste. Either way, you want what you have left to be moved clear to the left of the map area. When you move the section or paste it in, make sure your snap is turned on and set to center of cell.

Notice the house, it is all gone except For what you want to keep for the next map. If you left some to the left of the white area, you Will lose the object.

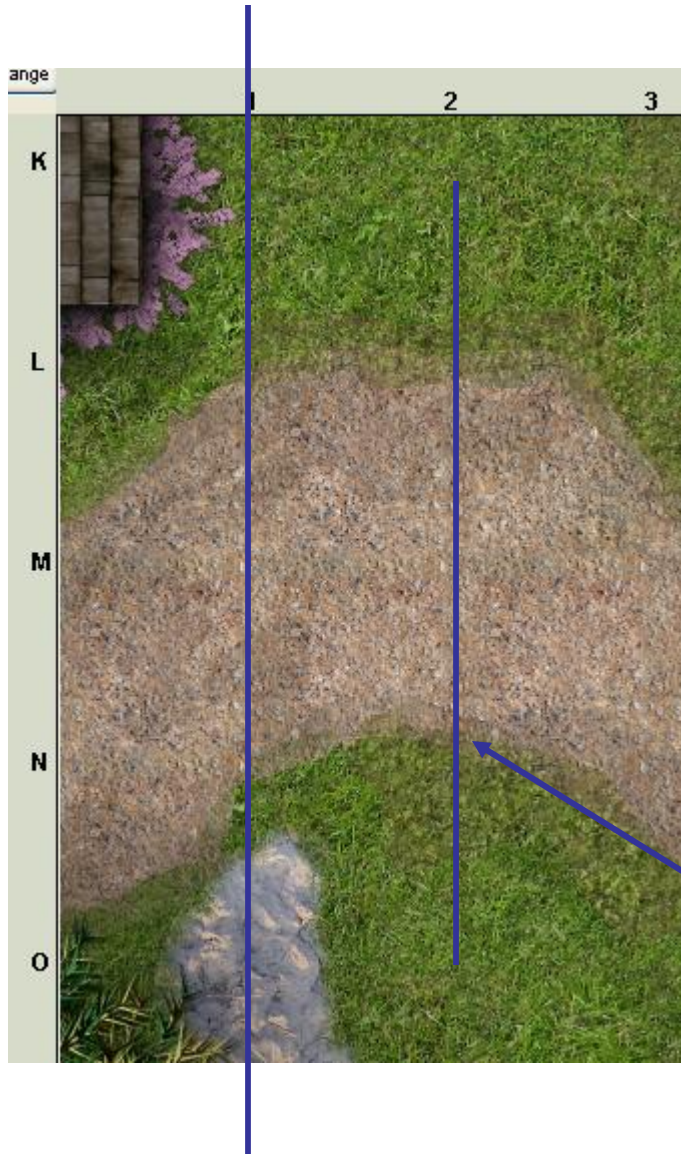
You will now have a new map that should look like this and you are ready to start building the next map



Using this command you can identify the object you want to add to and then start adding the textures

Map to the left that you cut to start the next map

New map that you built on from what you Cut out of the other map



Items to remember:

- Plan ahead if you want large maps
- Never erase overhangs, you will need them
- Place markers so you know where the map boundaries are.
- There may be times you have to erase to see what is under textures if you are using walls as transitions or shadows. Do an erase, identify it then undo the erase.
- Make sure you do not use the whole grid, you must have overhang room for the next map
- If you decide you want to do this to a already created and cut map. You will have to create the overhang's before you can make the next map. I learned this the hard way and it is real hard to match sometimes.

Here is the connection line

7/14/06



If you are interested in the Raven land maps,
please visit www.gmsyndicate.com

This tutorial was created by Rick Ricci (aka Bludragn) of the GM Syndicate using the Raven Land maps as an example.

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