

# StationArchitect

## By Wyvern Industries

A space station map generator and creator companion app for tabletop gaming.

### //MOVEMENT CONTROLS:

Use the Mouse Scroll Wheel to zoom in and out. Right click, hold and drag to move around the station around. You can also use the keyboard to move around, W or up arrow move up, A or left arrow move left, S or down arrow move down, D or right arrow move right, R or PageUp or keypad plus to zoom in, F or PageDn or keypad minus to zoom out.

The space stations are saved to user/documents/Space Stations/ as .png files. for you to use in your table top games.

### GENERATE MODE

//PHYSICAL CONTROLS RIBBON - Bottom of screen

-CONTROL LAYOUT- Dropdown

#### BASIC MODE

Will show only the most basic controls for the physical size and type of the station as well as save options

#### STANDARD MODE

This will bring up a list of all available rooms, and slider so you can choose how many of a room you would like to have in your station. There are all balanced by weight, so a room type with a weight of 2 will have twice as many rooms on the station as a room type with a weight of 1. You can also click on the arrows on the slider handle to move the slider up or down by one unit

#### ADVANCED MODE

In this mode you can change between whether or not you want to balance rooms by weight (W/Slider is orange in colour), as previously done, or by the exact number (N/Slider is blue in colour) of rooms you want. You can also click on the room number or weight number to edit it directly. The type of balancing you are using is highlighted, but for ease of use the slider will be orange for weighted or blue for numbered so you can see at a glance how a given room is balanced. You can also choose to group rooms together by clicking the toggle under the (G)



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## -CREATE STATION- Button

This will generate a new space station with the current options selected

## -STATION TYPE- Dropdown

### RANDOM PATH MODE

Max Width sets the max possible width of the station by number of tiles

Max Height sets the max possible height of the station by number of tiles

Station density sets how much of this space will be used

### CIRCLE MODE

Outer Diameter sets the main radius

Inner Diameter will make the station into a ring, with the inside set by this

### CROSS MODE

Width sets the overall width of the station from one end of the arm to the other

Cross Arm Width sets how wide the arms of the cross will be

### B CROSS MODE

Width set the overall width of the station from one end of the arm to the other

Cross Arm Width sets how wide the arms of the cross will be

Cross Arm Offset changes how far apart each arm is

### PYRAMID MODE

Width sets how wide the base of the pyramid is

### DIAMOND MODE

Width sets how wide the diamond will be at its widest point

### SPINDLE MODE

Max Width sets the max possible width of the station by number of tiles

Height sets how tall the station will be



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## -IMAGE SIZE- Dropdown

Due to hardware limitations the max resolution for an image is 8192 x 8192 in size, so for larger stations the bigger tile resolutions won't be available to save in

### SMALL

Each tile is at 128 x 128 resolution, the default size used in the display

### MEDIUM

Each tile is at 256 x 256 resolution

### LARGE

Each tile is at 384 x 384 resolution

### EXTRA LARGE

Each tile is at 512 x 512 resolution

## -TILE SET- Dropdown

### STANDARD TILES

This is the standard, full colour tile set

### GREYSCALE TILES

This is the standard tile set in greyscale to save on printer ink when printing

### LETTERED TILES

This is a tile set that is simply the room labels

### ALIEN DARK TILES

A more abstract, dark and forboding tile set

### ALIEN LIGHT TILES

A lighter version of the alien tiles, easier on printer ink

## -SAVE AS .PNG- Button

This will save the currently displayed station as a .png file in the user/documents/Space Stations/ folder, mouse over the button to see what the path and file name will be



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//META CONTROLS RIBBON - second from bottom of screen

## -HIDE UI- Button

Click this to hide the user interface, it will change to SHOW UI and move to the side, click SHOW UI to bring the UI back up

## -INPUT RNG SEED- Number field input

Enter a number here and the generator will use that as the seed for the Random Number Generator, this will lock the generator to this seed only so you can be more accurate with station creation

## -DELETE PRESET- Button

Delete the current preset in the Preset Selector, will only delete custom presets and not the default set that come with the app

## -PRESET SELECTOR- Dropdown

Use this to automatically generate a station room parameters based on the selection

## -SAVE PRESET- Button

This will save the current room settings to a preset using the name in the Preset Name input-field. If no name is input it will automatically name the preset 'unnamed', and if the preset already exists in the name it will add a '+' to the name

## -PRESET NAME- Text input field

This is used to name your presets when you are saving them, it is alphanumeric but does not contain any special characters or space



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//NAVIGATION RIBBON – third from bottom of screen

-CORRIDORS/UNOCCUPIED- Slider control

Controls the number/weighting/grouping of these room types

-GRID SELECTOR- Dropdown

Displays a grid over the station to help with player navigation in a variety of styles

NO GRID

Displays no grids on the station

3 x3 GRID

A 3 x 3 grid overlay

4 x 4 GRID

A 4 x 4 grid overlay

V HEX GRID

A hexagonal grid overlay in the vertical orientation

H HEX GRID

A hexagonal grid overlay in the horizontal orientation

-COORDINATE SELECTOR- Dropdown

Displays a coordinate system on the station to help with player navigation

NO COORDS

Displays no coordinates on the station

BOTTOM LEFT

A coordinate system with origin [1,1] beginning at the bottom left of the station



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## BOTTOM RIGHT

A coordinate system with origin [1,1] beginning at the bottom right of the station

## TOP LEFT

A coordinate system with origin [1,1] beginning at the top left of the station

## TOP RIGHT

A coordinate system with origin [1,1] beginning at the top right of the station

## -COORDINATE POSITIONING- Dropdown

Lets you choose where (and therefor how much of) the coordinates show on the station

## ABOVE FOW

Will show all coordinated regardless of whether or not Fog of War is turned on

## BELOW FOW

Will only show coordinates on the tiles that have been revealed in the Fog of War

## -FOG OF WAR SELECTOR- Dropdown

When active, Fog of War will hide the station, reveal tiles by clicking on them

## NO FOG OF WAR

Fog of war is disabled

## FOW LIGHT

Fog of War will be active and use a light tileset, for the sake of saving on printer ink, should you choose to print it.

## FOW DARK

Fog of War will be active, using a dark tileset

## -LINE OF SIGHT- Slider control

When Fog of War is active, when line of sight is greater than one, it will partly reveal that many tiles in the four directions around the currently revealed tile until a wall stops them



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//ROOM CONTROLS RIBBON - Fourth from the bottom of screen (biggest control ribbon)

This ribbon contains the controls for all the rooms, broken down by type, that can be generated in a station. The slider controls either the number of rooms directly, or the weighting of the room. This can be changed by clicking the N or W icons, G is a toggle to either group the rooms together, or not. You can also click directly on the number below N or W to directly type it in. You can also click the icon to the left the room type name eg. NAVY or MILITARY etc to group all rooms of this type together.

//SETTING MENU - located in a pop up on the top right of the build screen

-VOLUME- Slider

Controls the level of the games overall volume

-MUSIC- Button

This will mute and un-mute the music while leaving the sound effects on

-RUMBLE- Button

This will mute and un-mute the background rumble of the space station

-EDIT STATION- Button

This will open create mode and import your station so you can edit it directly using the create functions

-QUIT- Button

Exits out of the program back to desktop



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## CREATE MODE

//PHYSICAL CONTROLS RIBBON - Bottom of screen

-CONTROL LAYOUT- Button

This will show more controls if clicked

-CLEAR STATION- Button

This will clear the current station from the screen so you can start a new one from scratch

-HEIGHT/WIDTH- Slider

Controls the height and width of the station canvas, by number of rooms. Making these bigger won't blank the canvas, keeping your current station centred, however making them smaller will delete the outer edges of your station as you go, leaving just what you can see.

-UNDO- Button

Undoes the last action taken, press CTRL + Z as a shortcut

-REDO- Button

Redoes the last action undone, press CTRL + Y as a shortcut

-OPEN FOLDER- Button

Opens the folder that contains the stations you've saved as .png files

-IMAGE SIZE- Dropdown

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//QUALITY OF LIFE/NAVIGATION RIBBON - available when 'More Options' is clicked. This contains some controls to make life a little easier and navigation options also seen in Generate mode

-HIDE UI- BUTTON - always available

Hides all UI leaving just the station

-ROOM LABELS- Button

Shows a label for each room in the station

-SAVE STATION- Button

Shows the dialogue for saving your station for later editing

-LOAD STATION- Button

Load a previously saved station for further editing

-GRID SELECTOR- Dropdown

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## //ROOM PALETTE

This is the controls to the left of the screen containing all the available rooms for use. Drag and drop them into the canvas area to add the to your station. You can also drag and drop rooms that are already on the canvas. Hold CTRL while you click to drag and drop will add multiples of the originally selected room

## //SPECIAL ROOMS

This is the controls on the right of the screen

## -SPECIAL-

Drag and drop these special rooms, from left to right:

## EMPTY ROOM

This will add a blank room to the canvas

## NO EXITS

This will add four walls around any room, thus making it have no entry or exits

## REMOVE ROOM

This will effectively delete any room on the canvas, leaving a blank area



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## -CORRIDORS-

Drag and drop any of these corridors onto the canvas to add them. If you drop them onto a room that already exists, the default mode will add corresponding exits and walls to that room. The Corridor on the bottom left when dragged and dropped will remove the corridor, or if used on a room remove the exits and walls but not the rooms itself

### DRAW CORRIDORS - Toggle

This will disable dragging rooms that have already been added. Instead you can click and drag to draw corridors onto the canvas. This mode will also take into account other corridors that already exist and merge with them accordingly. This will also add corresponding exits and walls when used over rooms.

### DYNAMIC EXITS - Toggle

When activated this will add appropriate exits to any corridor as you drag and drop rooms to the station

### OVERWRITE ROOMS - Toggle

When activated when dragging and dropping corridors onto rooms, or when Draw Corridors is activated, instead of adding walls and exits to rooms, it will replace them with a corridor tile

### GENERATE ROOM EXITS - Button

This will automatically generate walls and exits for the station as it exists. It will try to generate them in a coherent way (But in some cases there may be some parts of the station not connected)

### CLEAR ALL ROOM EXITS - Button

This will clear all exits and walls from the station leaving the rooms and corridors intact

## -ROTATIONS-

Drag and drop these to rotate the rooms to give the station variation, rotations are, from left to right: Rotate 90 degrees anticlockwise, rotate 90 degrees clockwise, flip on horizontal axis, reset rotation, rotation 180 degrees, flip on vertical axis



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## //CREDITS

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@DarkestKale

@Enichan

@NeedMoreLoot

@SmashRiot

@Carin\_McLeoud

@gordlittle

@SudoJess

@Antstiller

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