1. Creating a simple hexed grid map using Cyberboard

Once Cyberboard had been installed on my PC I could begin creating my campaign map by selecting and clicking on the Cyberboard Design. The icon looks like this:



The program opened and displayed the following screen. I clicked the 'File' option on the toolbar ...



... and then selected the 'New' option from the dropdown menu.

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The following screen opened and I typed my name in the box next to 'Author' and the title I was going to give my Game Box in the box next to 'Title'. In this instance I chose the name 'Demo'.

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Once that was done I clicked on the 'OK' button. On the new on screen display that opened I selected the 'Playing Boards' option ...

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... and set up the orientation of my new board ('Hex (Flat Up)'), the number of rows and columns I wanted (15 'Rows' and 15 'Cols'), and the Cell Height (40 pixels). (See endnote)

I then gave the board a 'Board Name' (Demo1) and clicked the 'OK' button.

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The following appeared on screen, and when I clicked on the 'Edit' button ...

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... the 15 x 15 hexed grid appeared.

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I adjusted the display of the hex grid so that I could see the entire 15 x 15 hex grid on screen.



I clicked on the 'Edit' tab on the toolbar, and then selected the 'Board Properties' option.



This allowed me to see that the size of my hex grid in pixels was 537 (width) x 604 (height).



As I already had a map in bitmap format (.bmp) that I wanted to use as the basis of my new hex grid map, I adjusted the original map's size so that it was as close in size to 537 pixels x 604 pixels as I could.

(The actual bitmap ended up as being 538 pixels x 538 pixels ... which was close enough for my purposes.)



The original bitmap image.

Having made sure that I had selected the 'Base Drawing Layer (Ctrl+1)' option on the toolbar ...



... I then selected the 'Paste Bitmap From File ...' option, clicked on the appropriate bitmap image, and ...



... it appeared superimposed on the hex grid.



I then saved the file MAKING SURE THAT IT WAS SAVED IN THE SAME FOLDER AS THE CYBERBOARD EXECUTABLE FILES!

(The use of capital letters may seem extreme, but if you do not follow this instruction you may not be able to reopen your file at a later date as it will not be able to find the relevant computer program it requires.)



Now I could begin the process of converting my existing map into a hexed grid one.

The first thing I did was to select the 'Board Cell Layer (Ctrl+2)' option on the tool bar.

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Nothing appeared to change on screen, but I could now begin the process of filling in each hex with an appropriate colour.

To do that I first had to select the 'Color Palette' option on the toolbar ...

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... and the palette then appeared on screen.



I selected the colour I wanted to use for the sea (light blue) ...

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... and the 'Color Cell' tool from the toolbar on the extreme right of the screen.



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I then began filling in the some of coastline hexes that I wanted to be light blue.



At this point I had to make a value judgement as to which coastline hexes should be light blue and which should be left to become part of the land. My basic rule of thumb is that if more then 50% of the hex was sea on the original map, then it should be light blue; if it was less than 50% it should be left as land UNLESS it would obvious make the resultant map look wrong.



TIP: If you want to fill a whole load of hexes with the same colour, click on one and then hold the right-hand mouse button down. As you move the mouse it will fill in hexes it passes over with the colour you have selected. If you make a mistake ... then just use the 'Erase Cell' tool on the toolbar on the extreme right of the screen.

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I did not fill in sea around the swamp areas as I want to see what the map will look like when the land is filled in before I decide which parts are going to be swamp and which will be sea.

I then selected a colour for the land. As none of the colours on the palette looked right, I selected yellow and then used the line on the spectrum and the cross lines on the shade selector to adjust the colour to something more to my liking.

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I then used this colour to fill in most of the land on my map.



I then used light gray to indicate the hexes containing the fort ...



... and then took the plunge an decided to use a rather turgid green for the swamp areas.



Whilst this was not a perfect representation of the swamp areas on the original map, it was – in my opinion – acceptable. All that remained to do was to fill in the 'missing' sea hexes ... which I did.



To add text I had to select the 'Top Drawing Layer (Ctrl+3) option on the toolbar ...



... and the 'Text' tool on the toolbar on the extreme right of the screen.



A 'Text Object Properties' box appeared on screen ...



... and I typed the text that I wanted to appear on the map in the box.



I then clicked on the 'Font' button and was able to select the 'Font', 'Font style', and 'Size' that I wanted.

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When I clicked the 'OK' button, the text appeared on my map.



To position the text where I wanted it to be, I clicked on it with the left-hand button on my mouse, and whilst holding the button down, I moved the text to the required position.



When I released the button, the text stayed where I had placed it.

I then repeated the procedure to add other place names (in different font styles and sizes as appropriate) to my map.



My map was now finished ...

... BUT I felt that I had not chosen the right size of hex at the beginning, and redid the map using smaller hexes.(The settings I used were 'Hex (Flat Up)', 30 'Rows', 30 'Cols', and Cell Height = 20 pixels.)

The end result looked like this:



I think that this looks much better, and far more akin in outline to the original bitmap image.

Endnote: Pixels

The greater the number of pixels, the large the hexes will be. The on-screen and printed resolution (i.e. the clarity) will also be better. For example:

This is a hex that has a cell height of 40 pixels, first shown actual size ...

... and then enlarged by 200%, 300%, and 400%!



This hex has a cell height of 20 pixels, first shown actual size ...

... and then enlarged by 200%, 300%, and 400%!



The larger the hex, the clearer it remains when enlarged ... BUT the smaller the hex, the more you can get in a single screen shot.