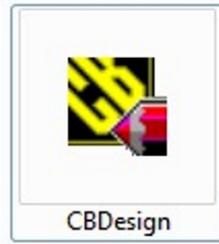
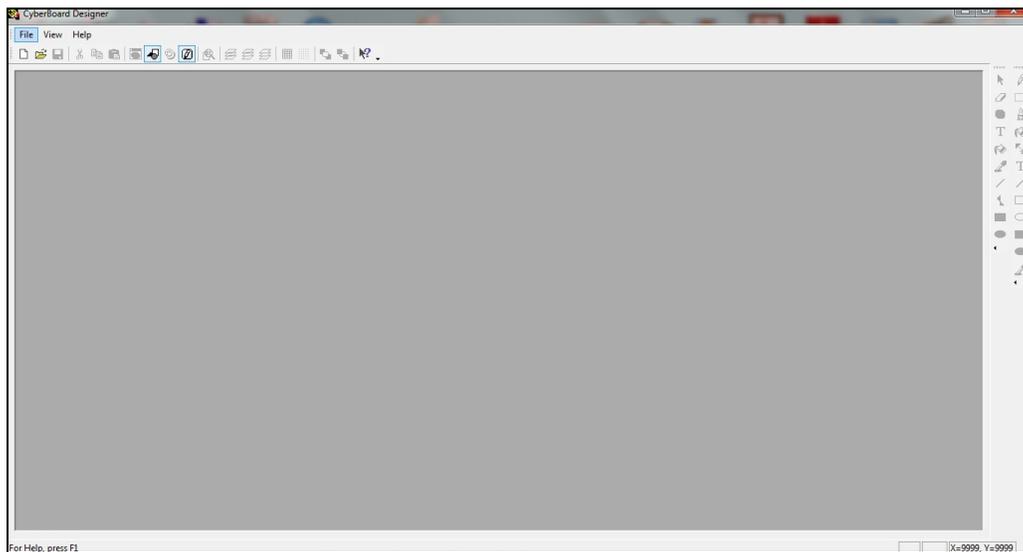


## 2. Creating and using tiles in Cyberboard

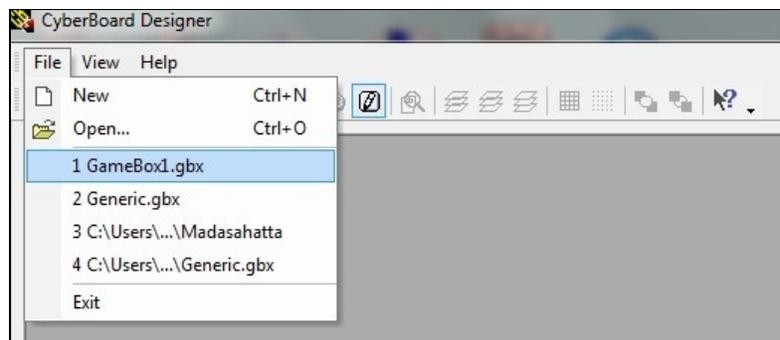
I decided to add some more detail to the first hexed grip map that I produced (Demo1) using the Cyberboard Design program. To do this I opened program by clicking on the Cyberboard Design program icon.



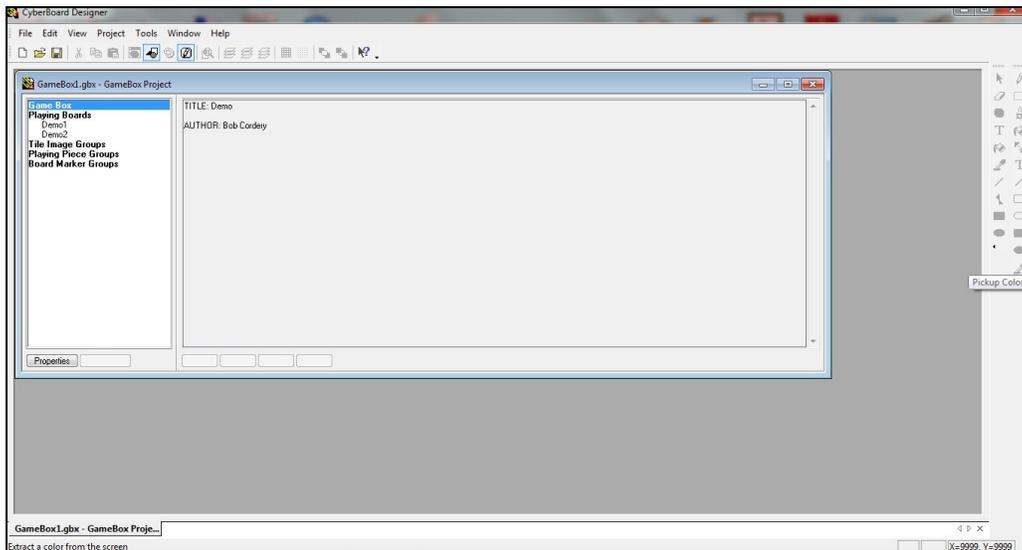
The program opened and displayed the following screen. I clicked the 'File' option on the toolbar ...



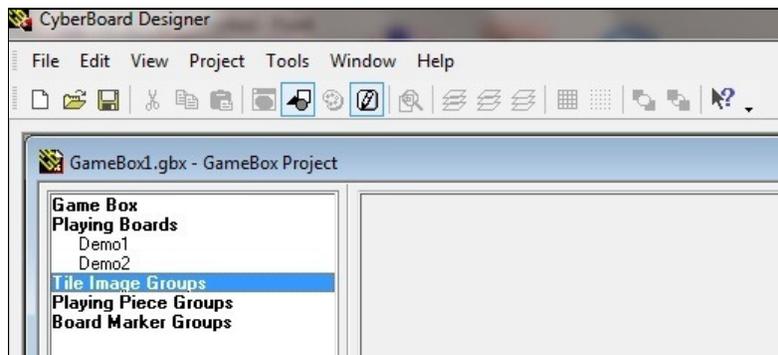
... and then selected the 'GameBox1.gbx' option from the drop-down menu.



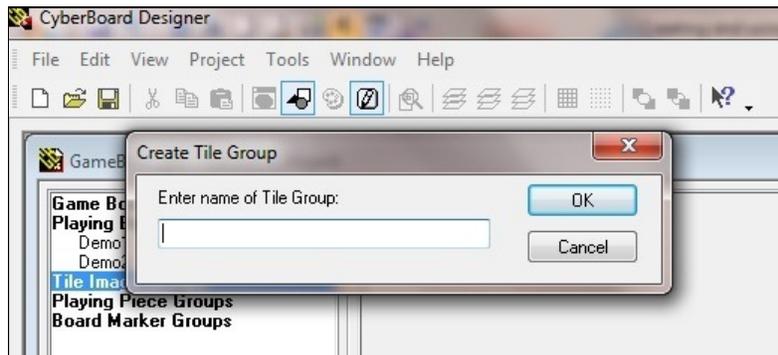
The following screen opened, ...



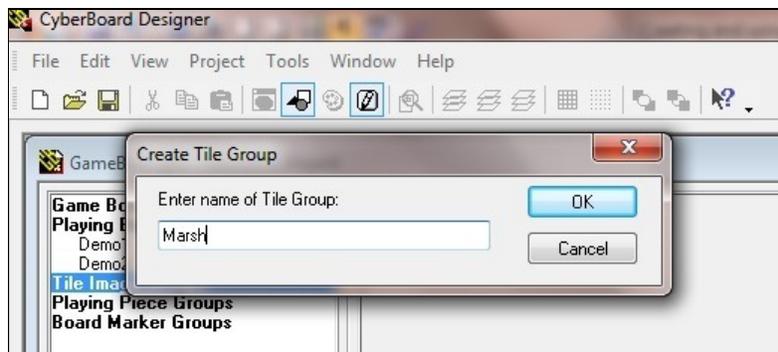
... I selected the 'Tile Image Groups' option, and clicked the 'Create' button.



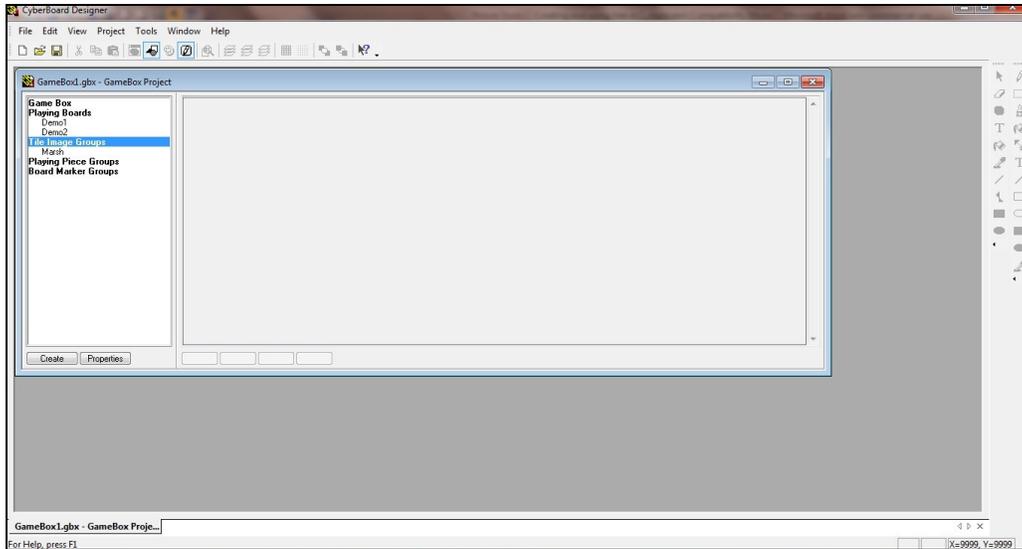
In the 'Enter name of the Tile Group' box I typed in the name of the group that I wanted to create, ...



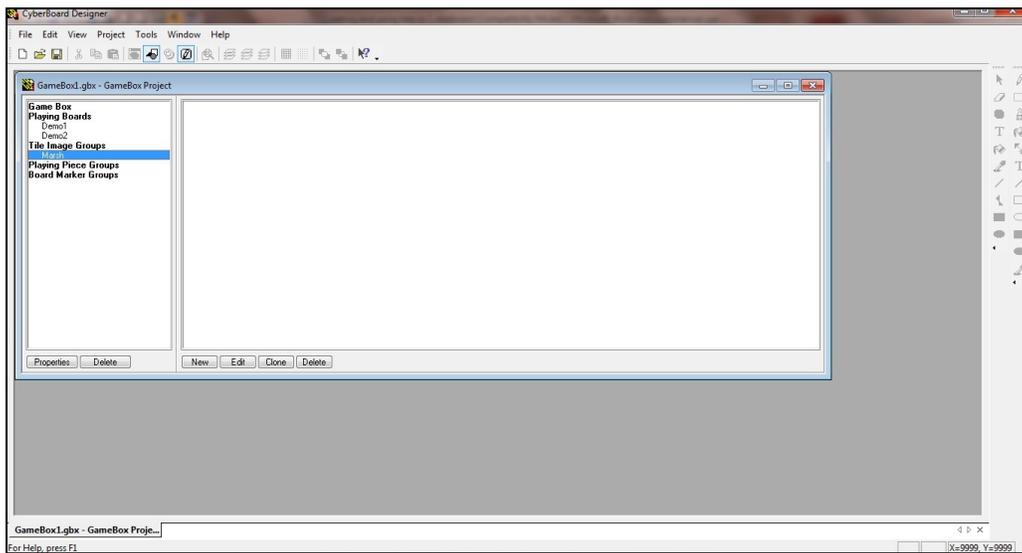
... which in this case was 'Marsh'. I then clicked on the 'OK' button ...



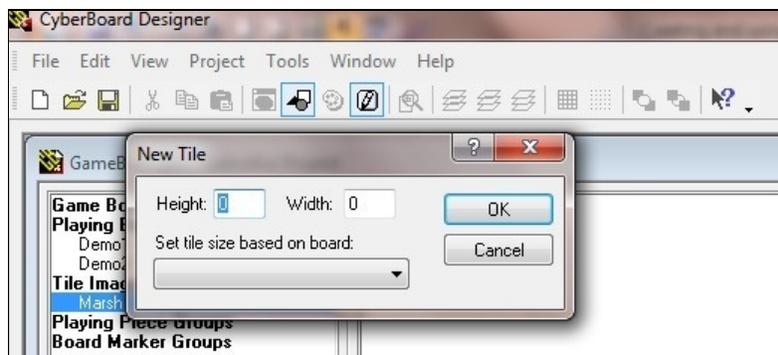
... and the group name appeared under the 'Tile Image Groups' heading.



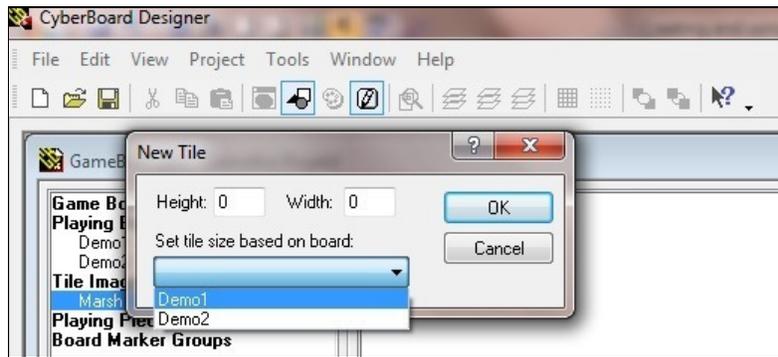
I selected the group ...



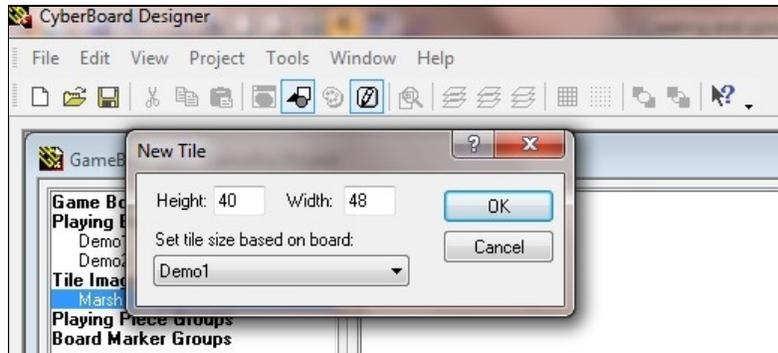
... clicked on the 'New' button, ...



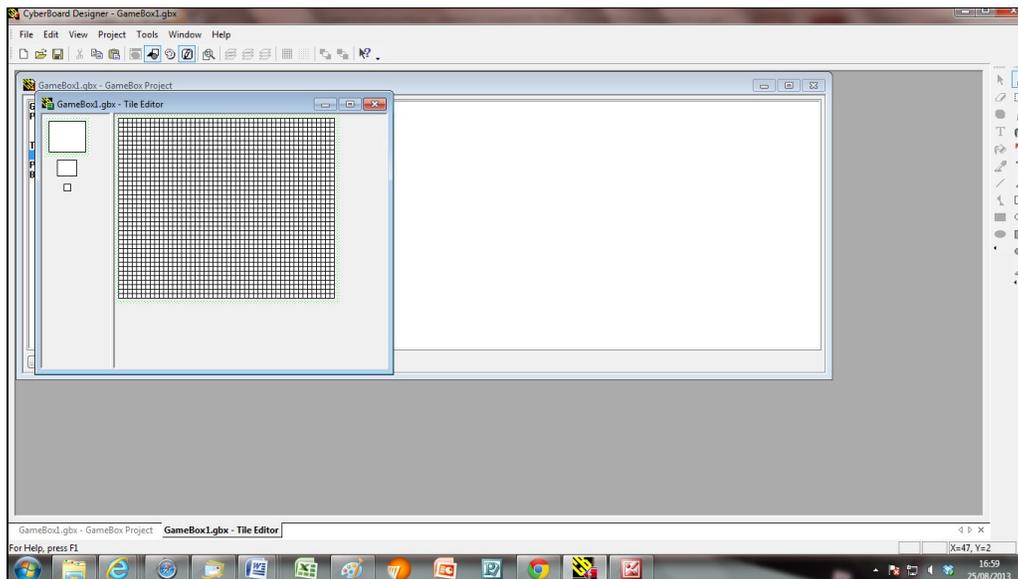
... and when the 'New Tile' menu appeared I used the down arrow to select the 'Demo1' option.



This automatically set the size of the tile to be the same as the hexes on the Demo1 hex gridded map.



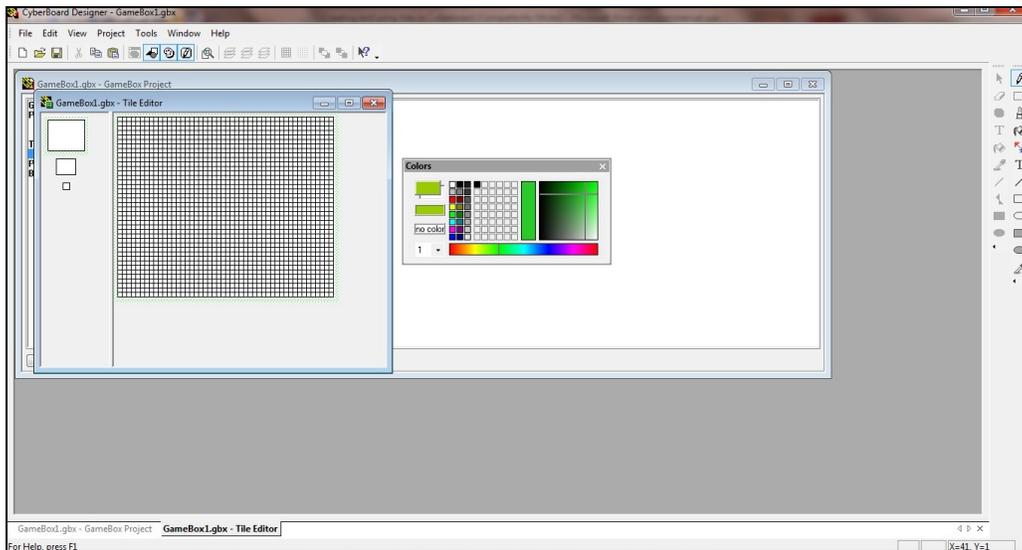
I clicked on the 'OK' button and the 'Tile Editor' appeared on screen ...



... containing a 48 pixel x 40 pixel grid.

The tools that are used to draw the contents of the tile also appeared on the right-hand side of the screen.

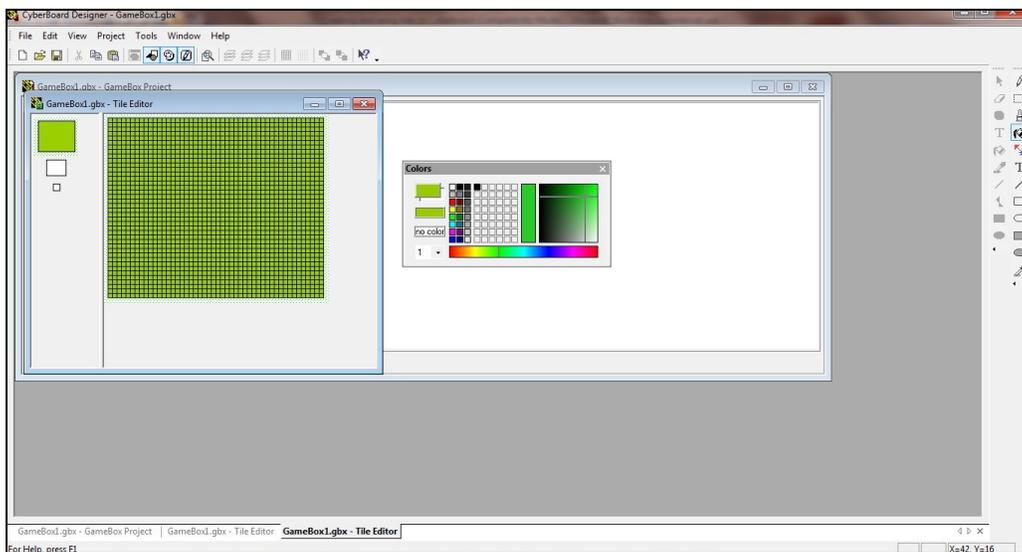




I selected the colour I had used on my Demo1 map to indicate swamps, and using the 'Fill' tool ...



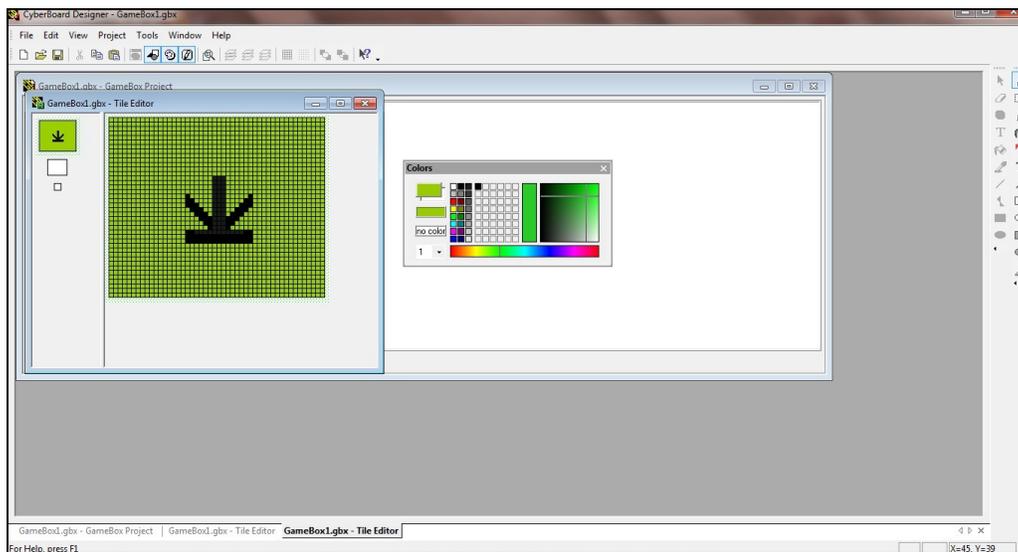
... I filled in the whole grid.



I then selected the colour that I wanted to use to draw my marsh/swamp symbol in my tile (I chose Black from the colour palette), and using the 'Pixel Pencil' tool on the toolbar ...

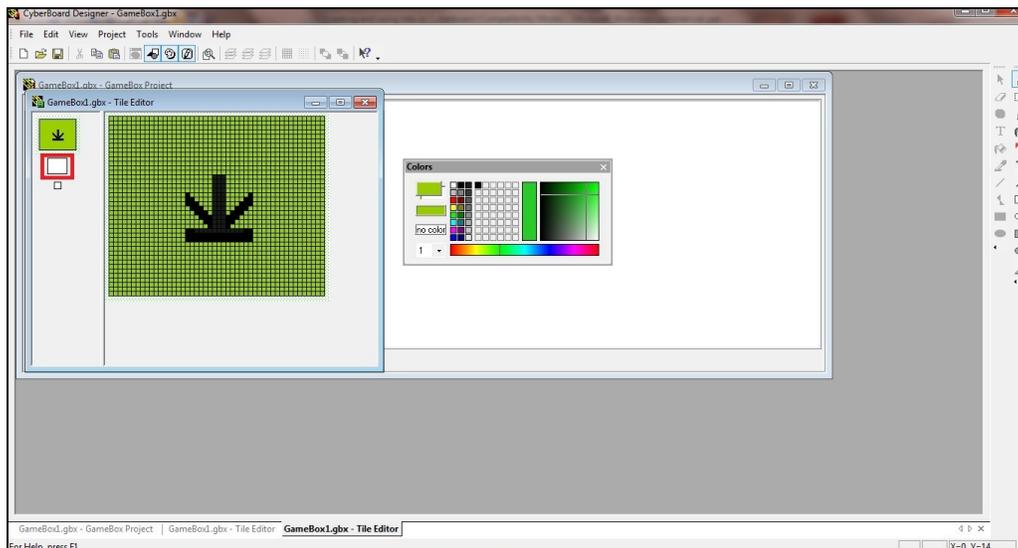


... I drew the symbol in the centre of the tile grid.

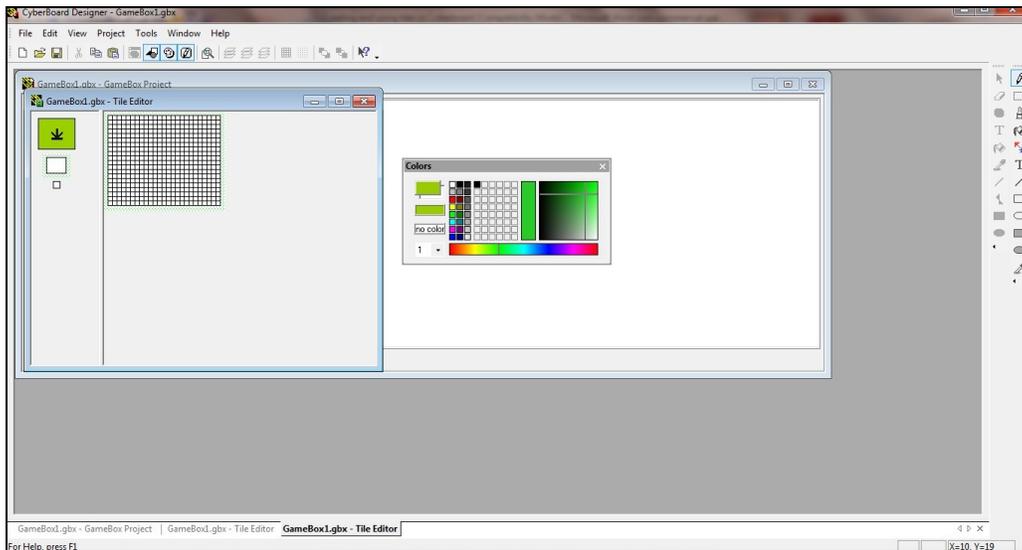


*TIP: It is very, VERY important not to draw the symbol right up to the edges or corners of the tile grid if you are creating a symbol tile like this because the edges and corners may be 'lost' when it is used on your map.*

I then repeated this procedure for the middle-sized tile (indicated below by the red box) ...

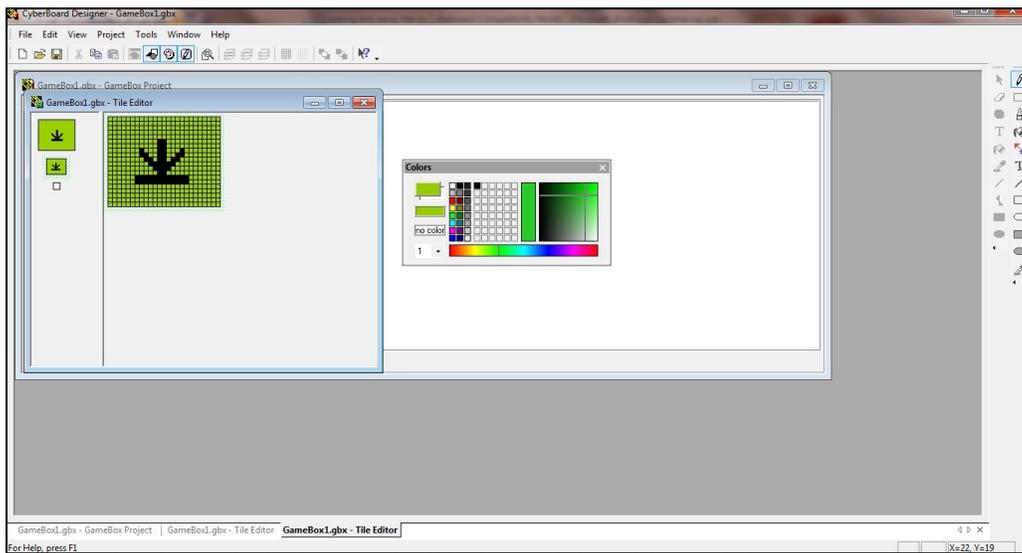


... by clicking on it ...

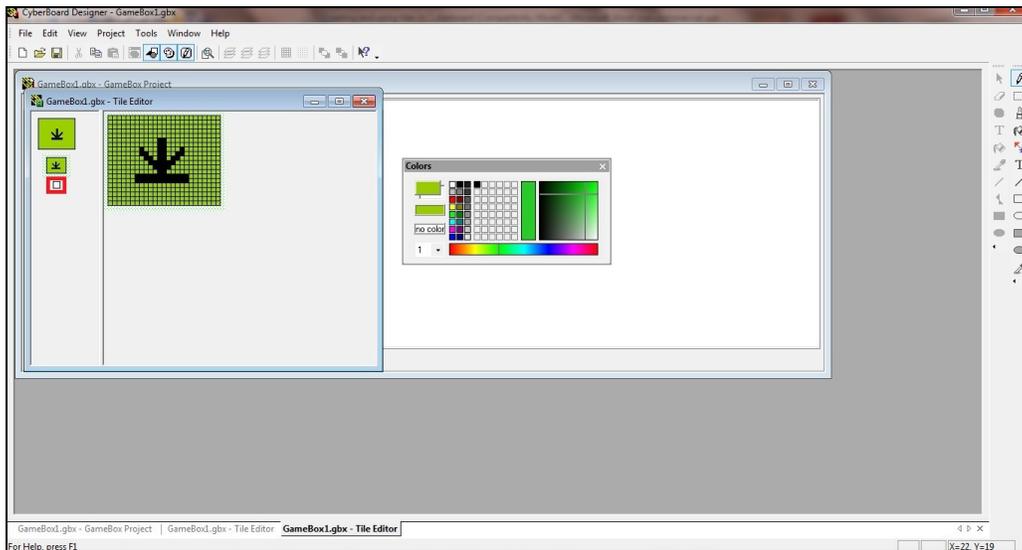


... and following exactly the same procedure outline above.

*TIP: If you do not do this, the symbol on the tile will not appear on the map when it is viewed at Half Scale.*

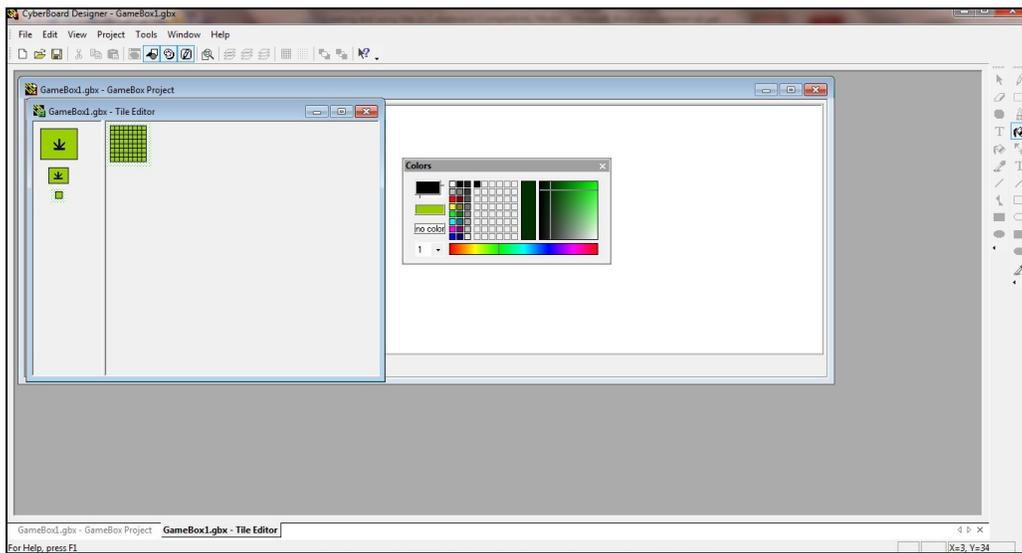


I then repeated this procedure for the smallest-sized tile (indicated below by the red box) ...



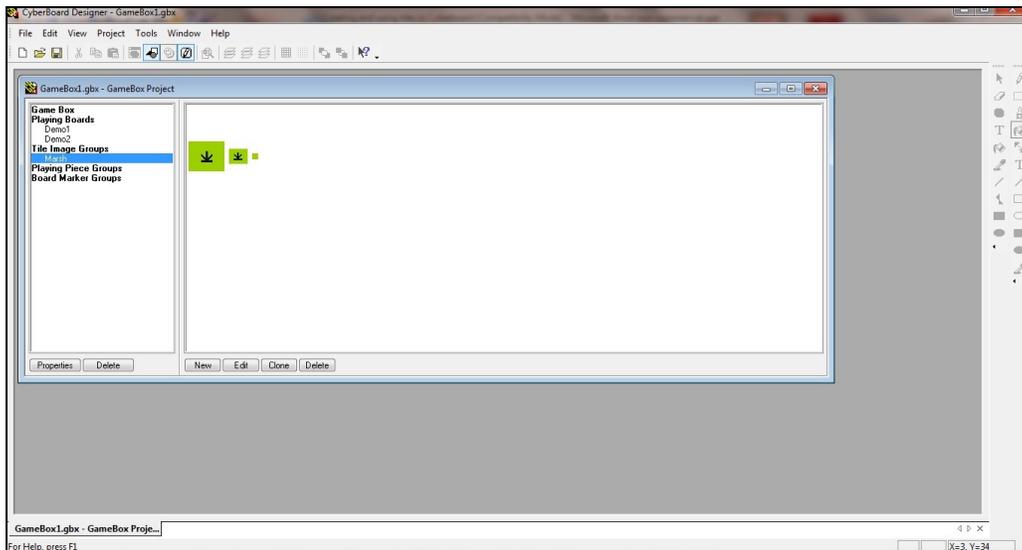
... so that the tile will be visible when the map is viewed at Small Scale.

In this case all I did was to fill the tile with the same colour as I had filled the larger-sized tiles.



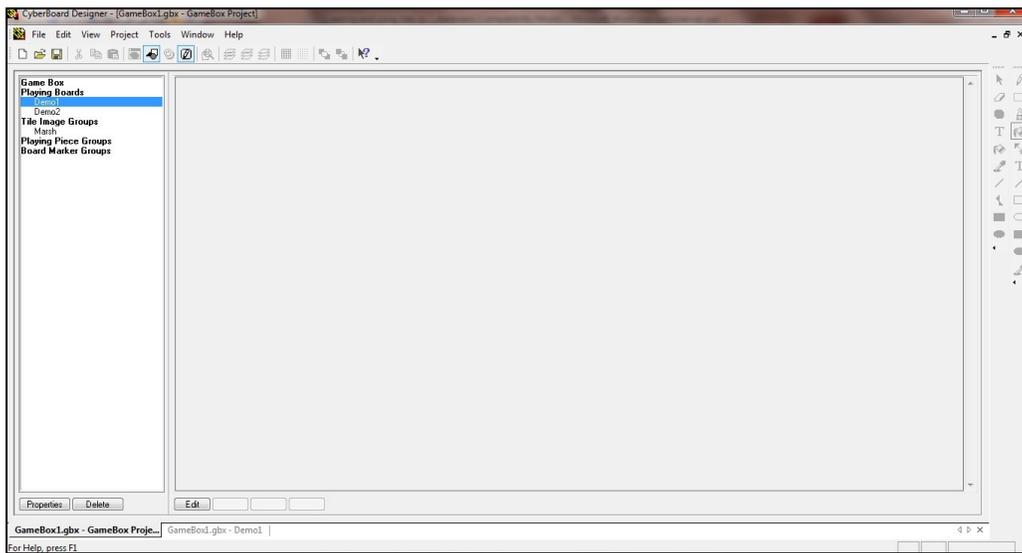
*NOTE: The symbol will not be visible when the map is viewed at Small Scale BUT it is important that the tile is filled in with the same colour as the larger sized tiles you have created otherwise it might appear to be empty.*

As soon as I had completed all three tiles I closed the 'Tile Editor' down by clicking in the 'X' box in its top right-hand corner. Small images of the tiles then appeared next to 'Marsh' on the 'Tile Image Groups'.

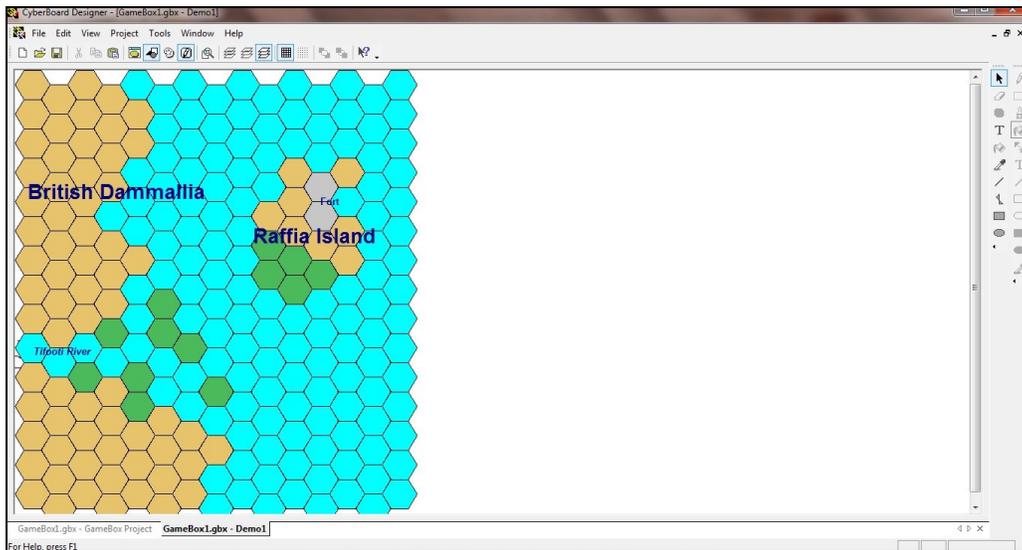


I then saved what I had done!

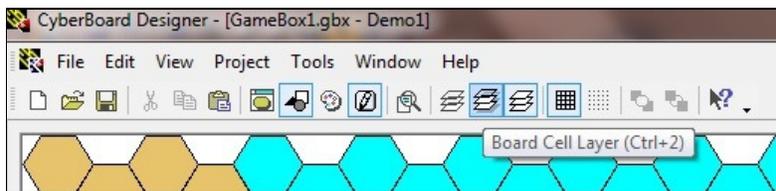
Having drawn my Marsh tiles I then selected my Demo 1 map ...



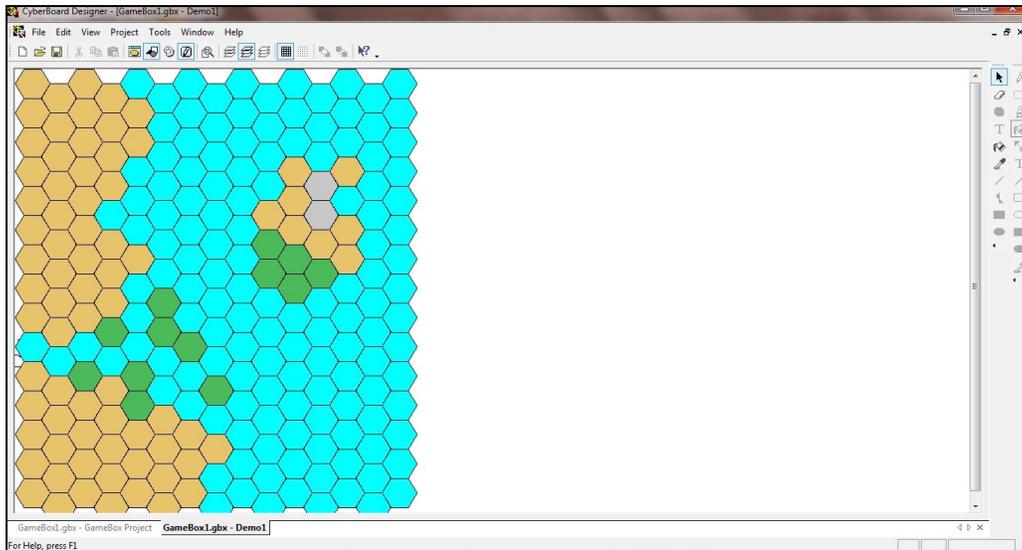
... and opened it.



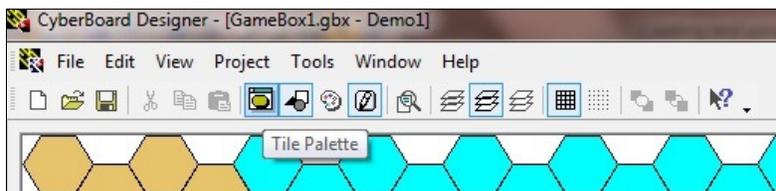
I then selected the 'Board Cell Layer (Ctrl+2)' option on the tool bar.



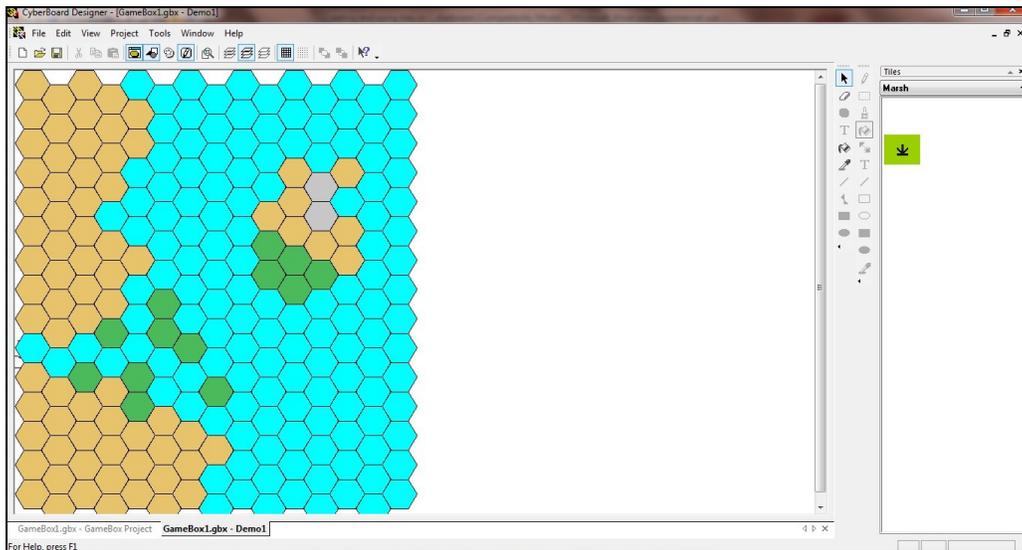
All the text disappeared (it was still 'embedded' in the 'Top Drawing Layer (Ctrl+3)' but was not visible in this layer) ...



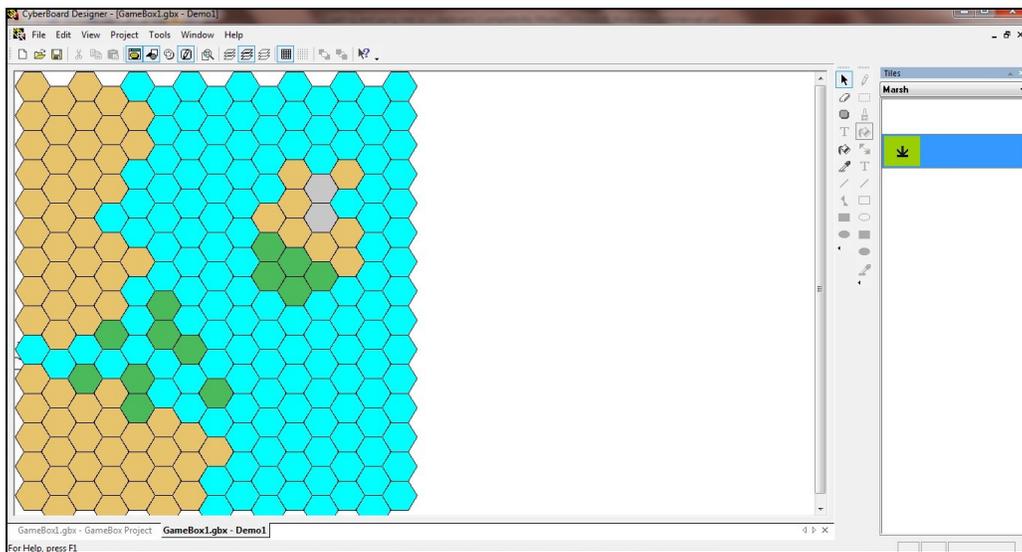
... and I then selected the 'Tile Palette' option on the toolbar.



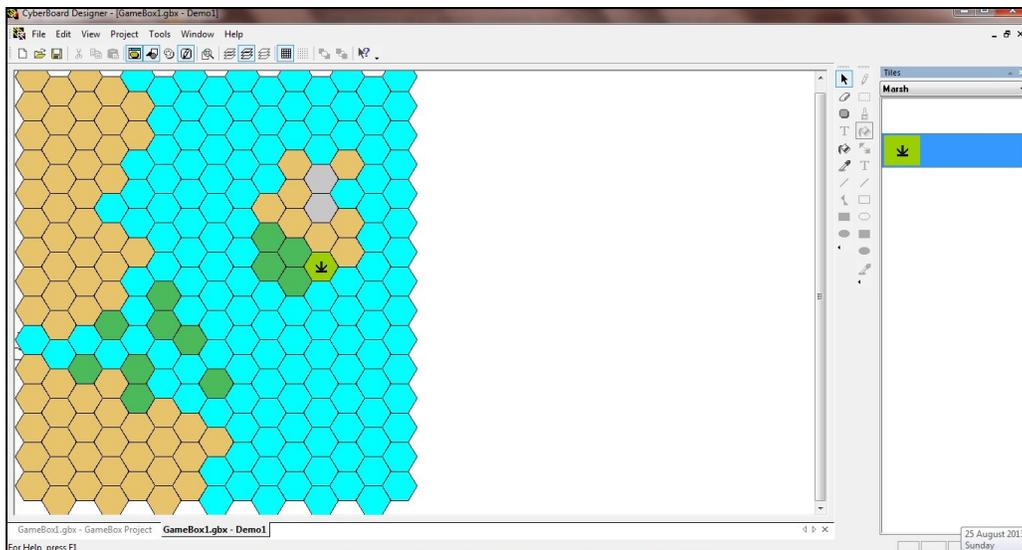
The Marsh tiles then appeared on the right-hand side of the screen.



I selected the Marsh tile by clicking on it ...

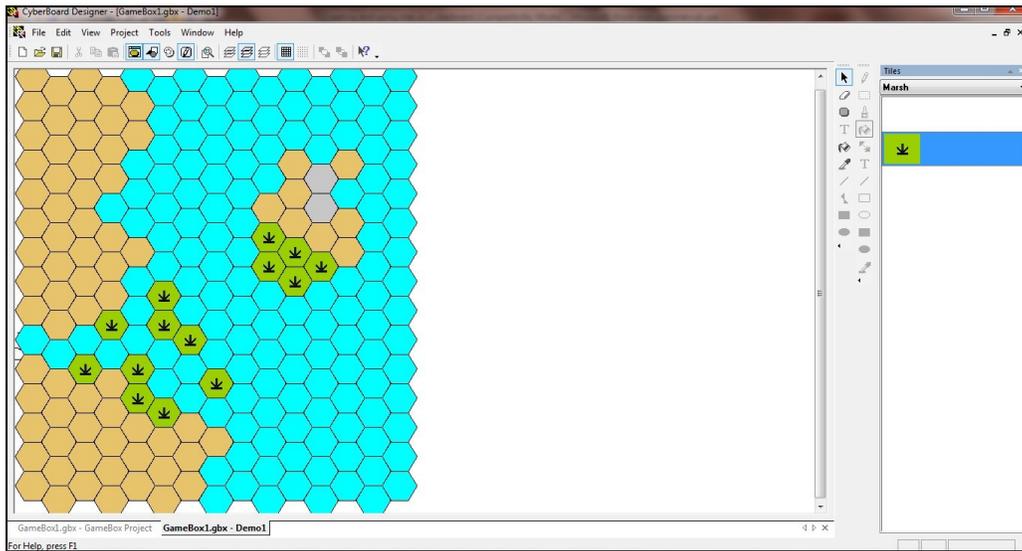


... and holding down the mouse button, I dragged it over one of the swamp hexes on my map. When I released the mouse button the tile appeared in the hex.

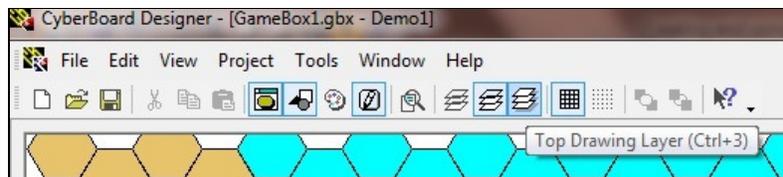


(It was at this point that I noticed that I had selected the wrong background colour for my tile ... but it did not seem to affect the look of the map so I left it as it was.)

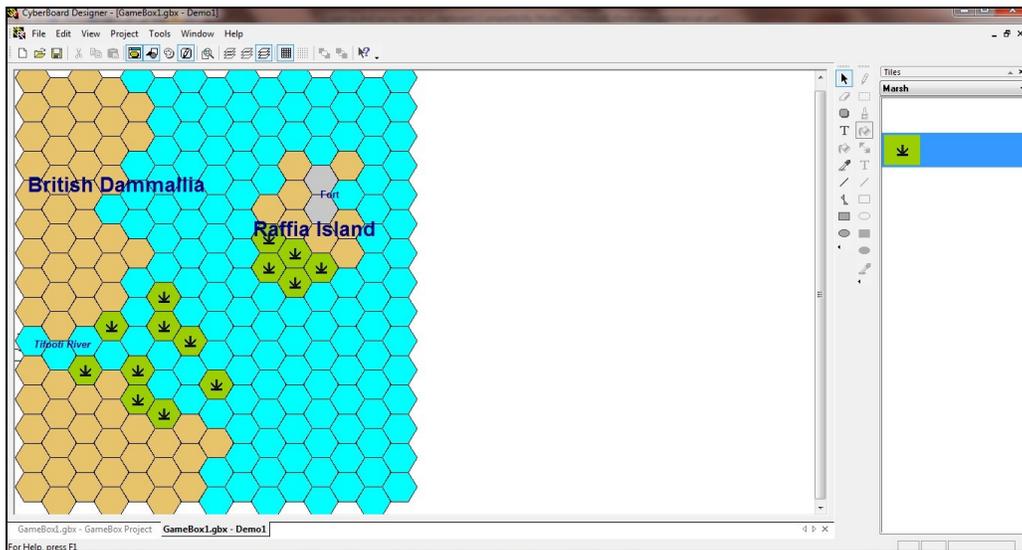
I then repeated this procedure until all the swamp hexes had Marsh tiles placed in them.



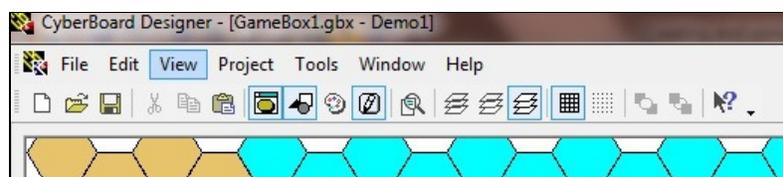
I then selected the 'Top Drawing Layer (Ctrl+3)' option on the tool bar ...



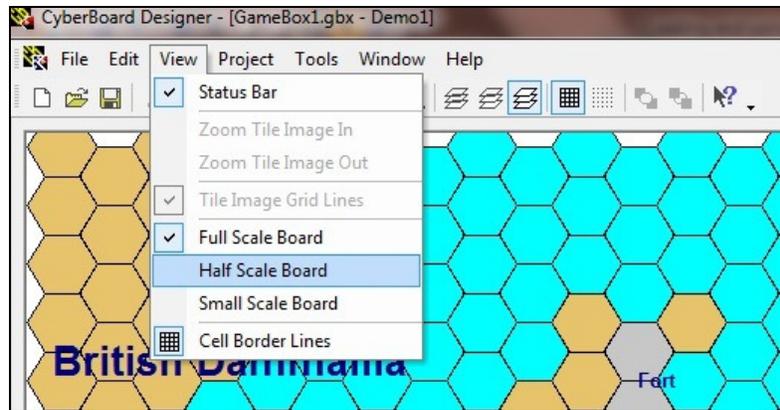
... and the text on my map reappeared.



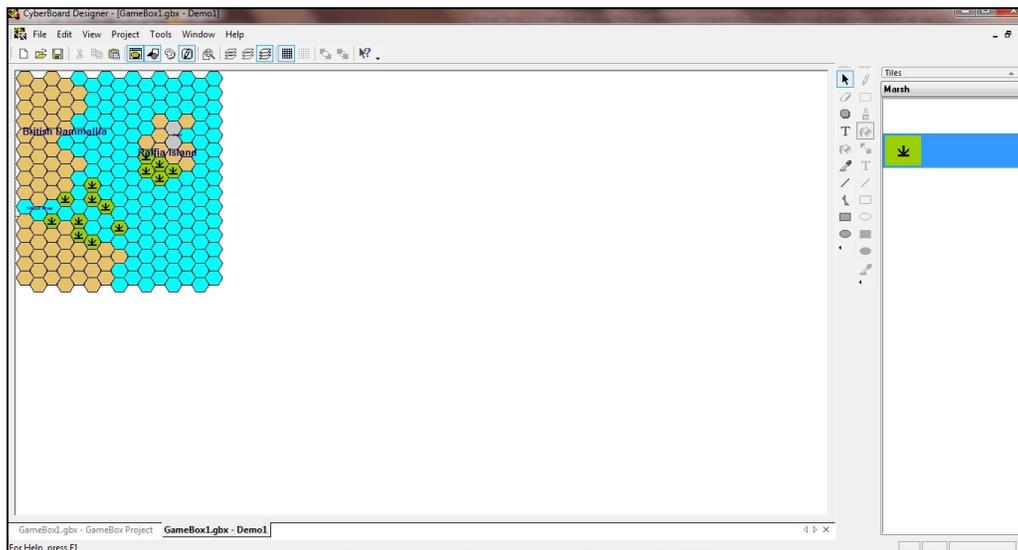
To check that the middle-sized tiles appeared on the Half Scale version of the map I selected the 'View' option on the toolbar ...



... and the 'Half Scale Board' option on the drop-down menu.

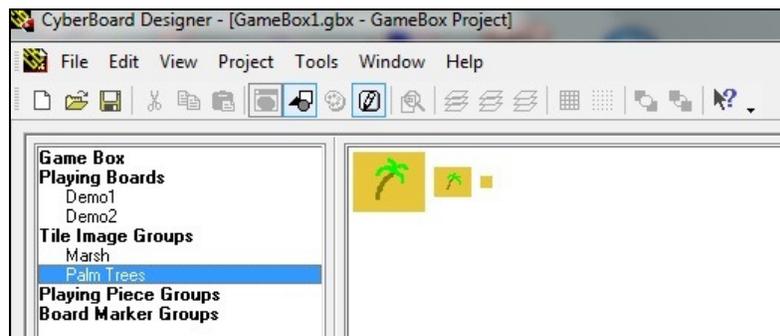


The Half Scale view of the map did show the tiles ...

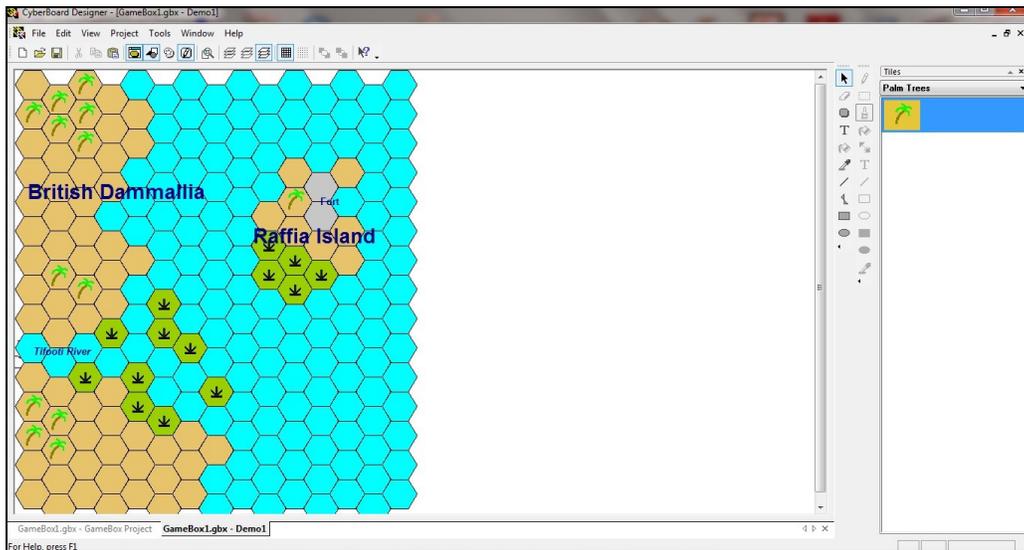


... as did the Small Scale view.

I subsequently created another set of tiles (Palm Trees) ...



... which I then used to mark forested/jungle areas on my Demo1 map.



I think that this improved the map no end.

