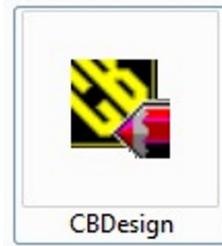
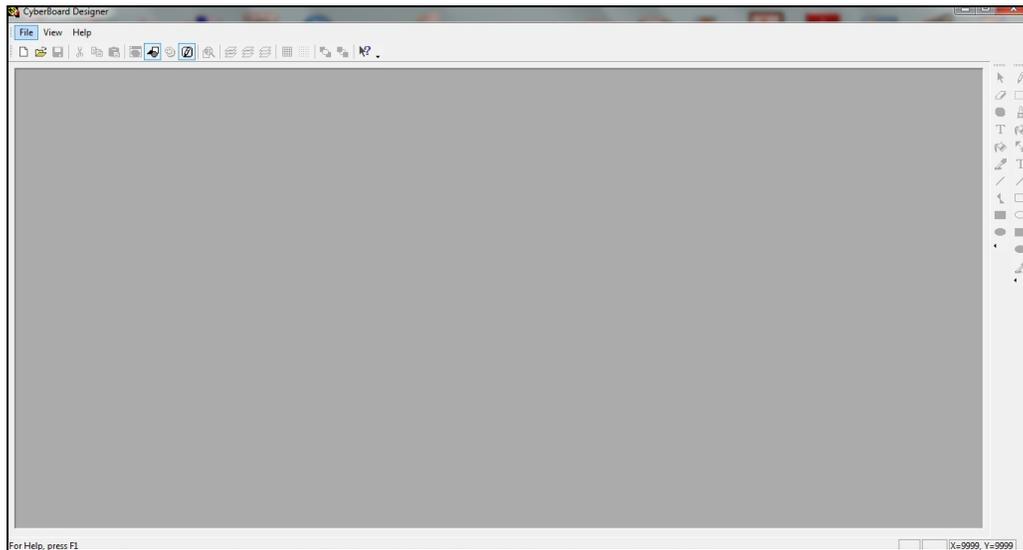


### 3. Precise map drawing in Cyberboard

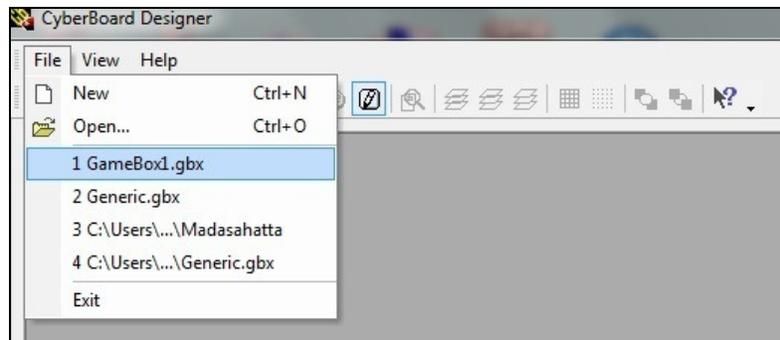
I decided to draw some more precise detail onto the hexed grip map that I produced (Demo1) using the Cyberboard Design program. To do this I opened program by clicking on the Cyberboard Design program icon.



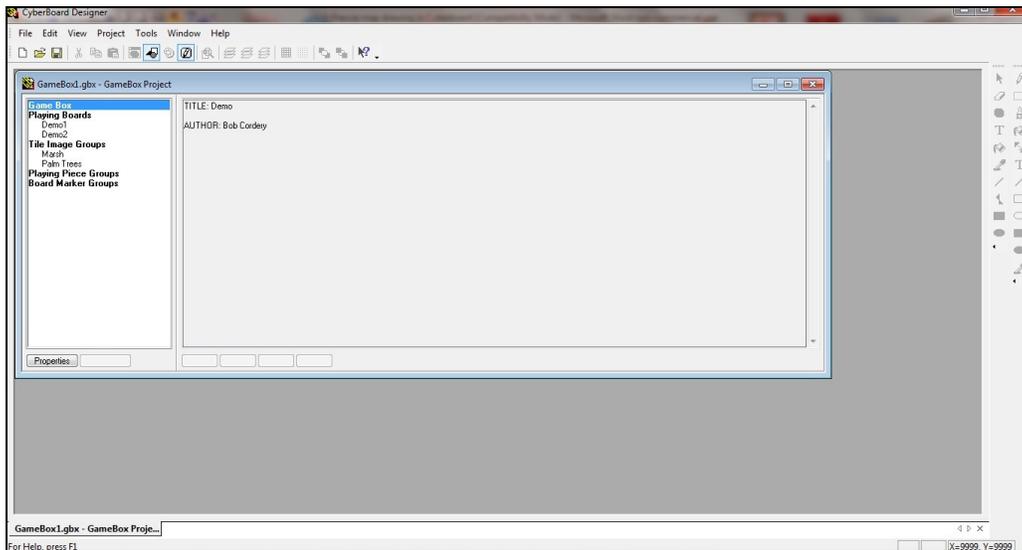
The program opened and displayed the following screen. I clicked the 'File' option on the toolbar ...



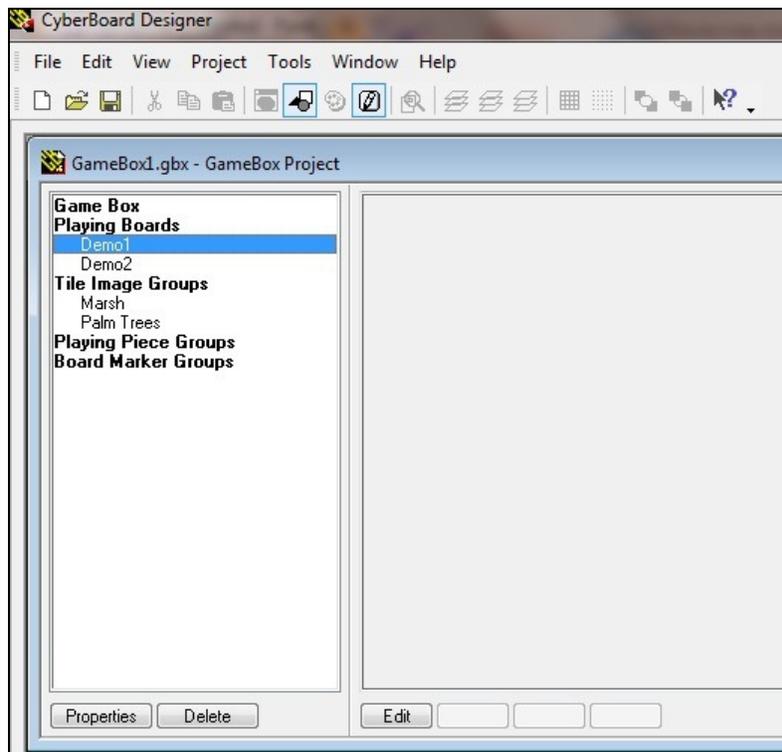
... and then selected the 'GameBox1.gbx' option from the drop-down menu.



The following screen opened, ...

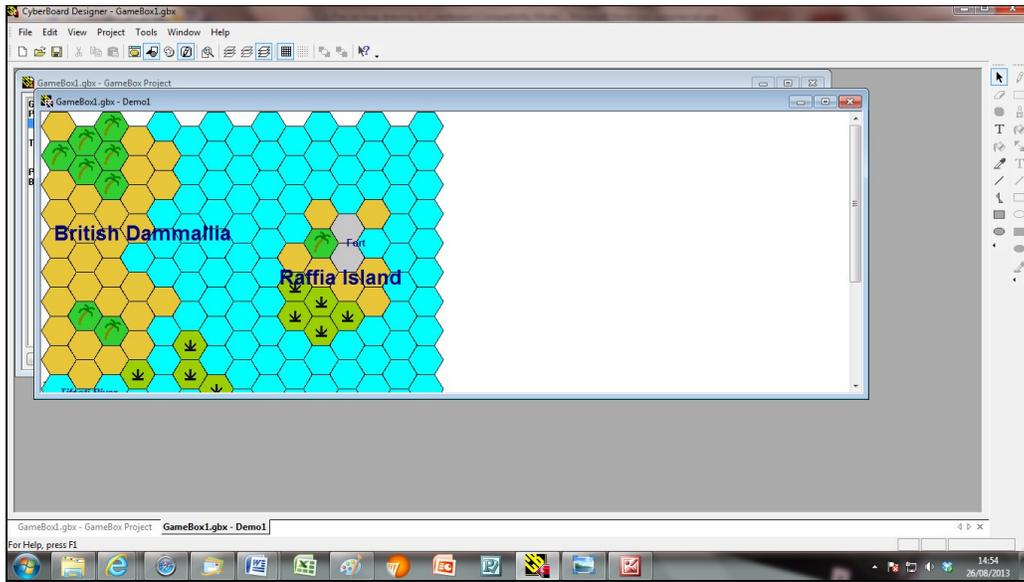


... and under 'Playing Boards' I selected Demo1 ...

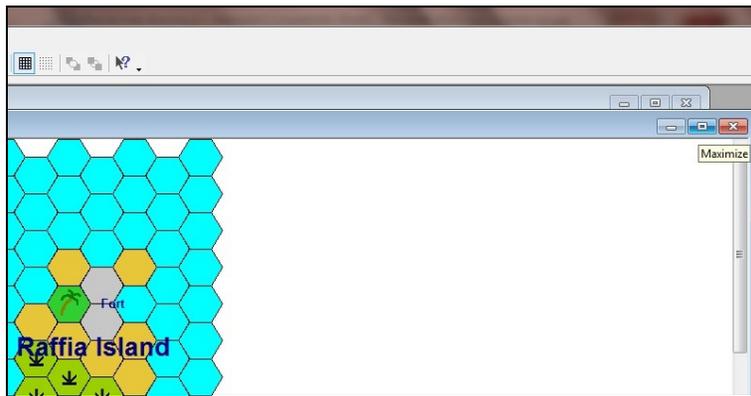


... and clicked the 'Edit' button.

The map then appeared on screen ...



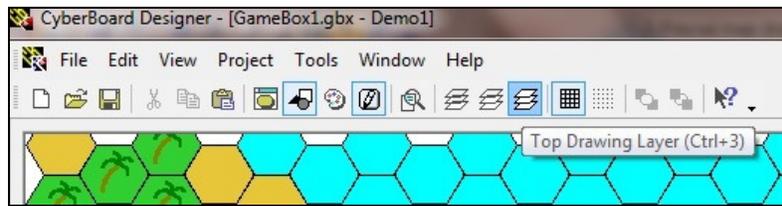
... and I clicked the 'Maximise' button ...



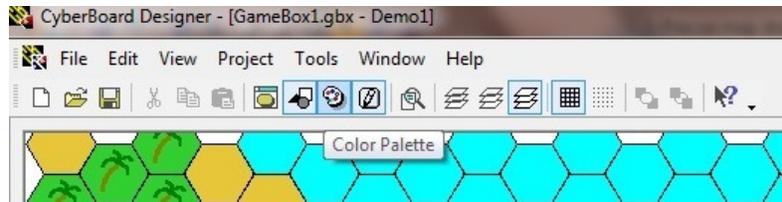
... to ensure that I had as much of the Demo1 map on screen as possible.



Precise detail can only be added to a Cyberboard map in the Top Drawing Layer, so this MUST be selected by clicking on the 'Top Drawing Layer (Ctrl+3)' option on the toolbar.

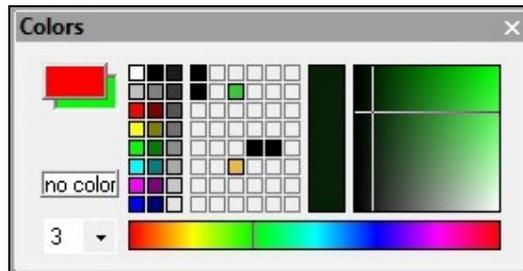


I wanted to tidy up the coastline on my map so that it looked more realistic. This first thing that I did was to select the 'Color Palette' option on the toolbar ...

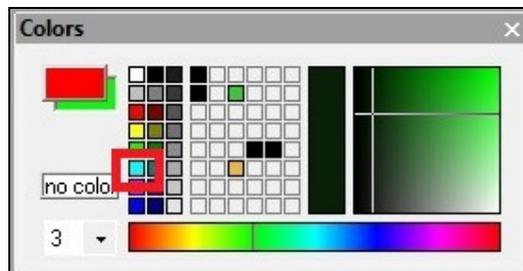


... so that I could select the colours I needed to use.

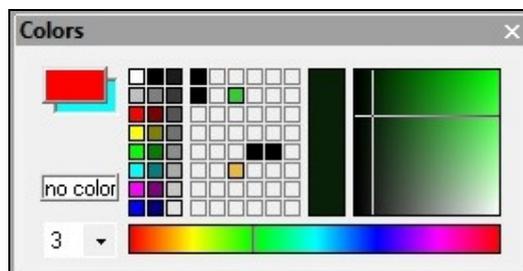
The colour palette appeared onscreen ...



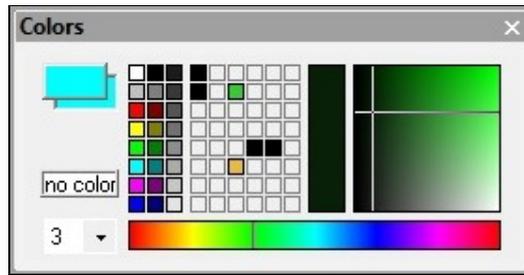
... but the colours that were available needed to be changed (the red outline and green infill that were on the colour palette needed to be changed to light blue outline and infill). To do this I clicked on the light blue colour of the palette (shown here with a red box around it) using the right-hand button on my mouse ...



... and the infill colour changed to light blue.



I then clicked on the light blue colour of the palette using the left-hand button on my mouse ...

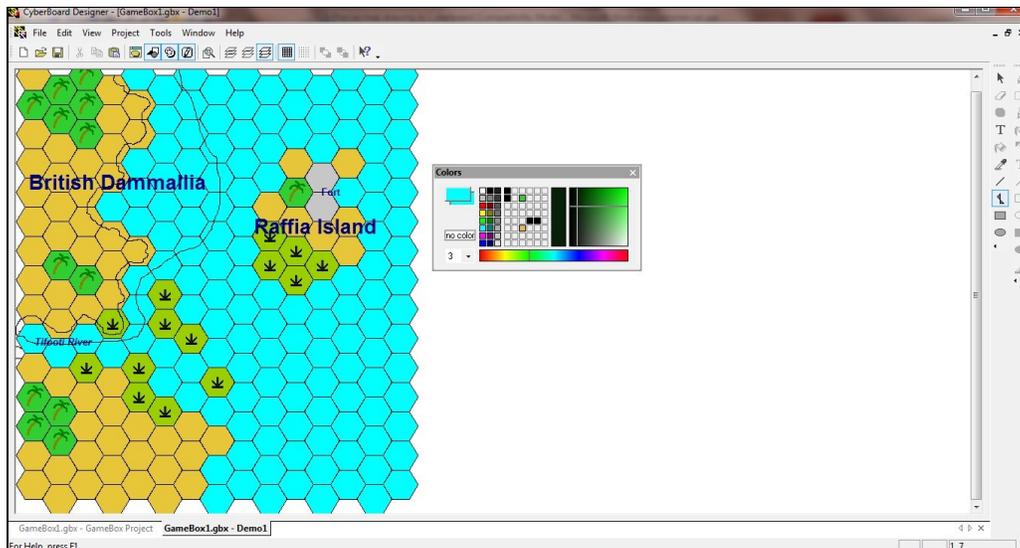


... and the outline colour changed to light blue.

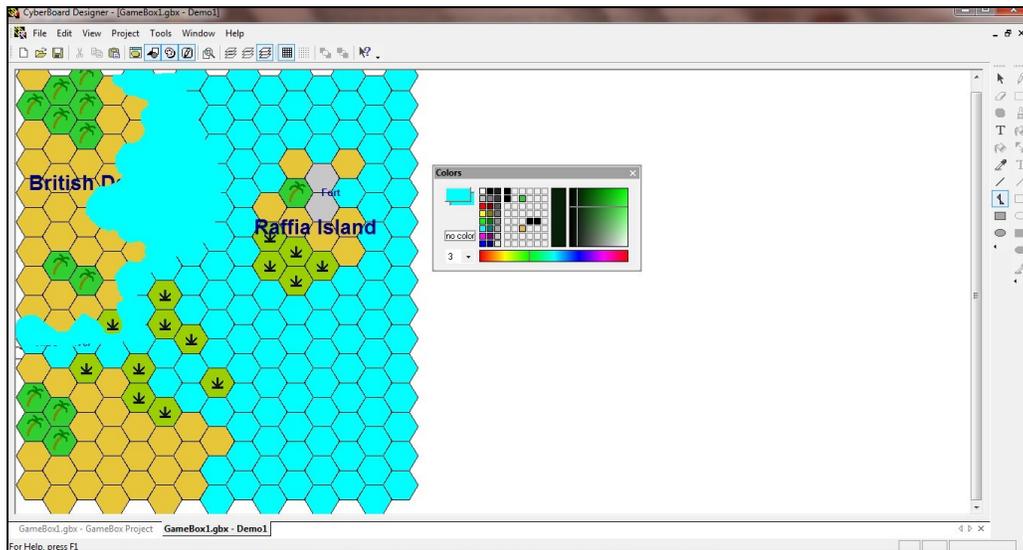
I then selected the 'Polygon or Polyline' tool from the toolbar on the right-hand side of the screen.



I then moved the cursor over to where I wanted to draw the more accurate coastline, and holding down the left-hand button on my mouse, I traced the new course of the coast line.



When I was sure that I had drawn the new coastline where I wanted it, I released the left-hand button on my mouse and then double clicked it.



The area inside the outline I had drawn was now light blue.

*NOTE 1: I made sure that I took my outline back upon itself because the traced line is the outline of the shape and everything inside the traced shape will be filled in thus ...*



*A mistake like this can be easily corrected. All I needed to do was to select the 'Select Objects' tool from the toolbar on the right-hand side of the screen ...*



*... and click it on the area that needed to be deleted, the outline of which will changed as shown below.*



The right-hand mouse button was then clicked once, and a drop down menu appeared.

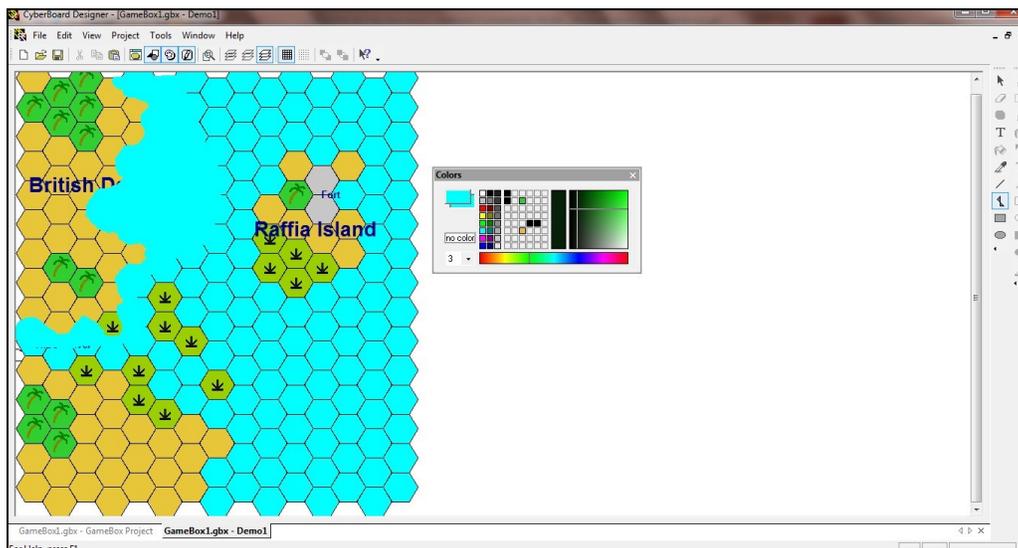


The 'Delete' option was selected ...



... and the area was deleted.

NOTE 2: Part of the grid and some of the text were obscured by the new coastline ...

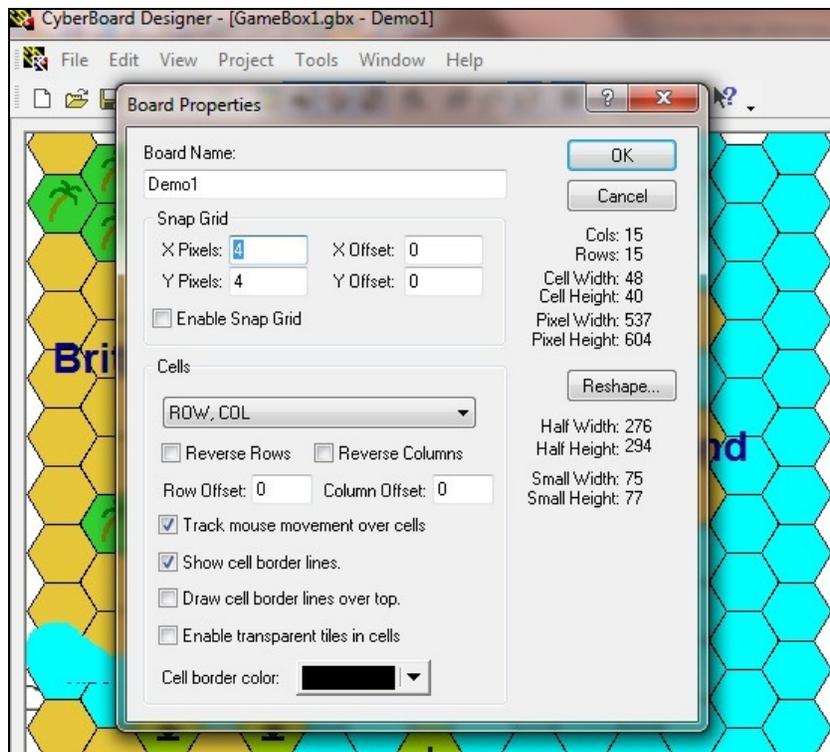


... but these were quickly restored.

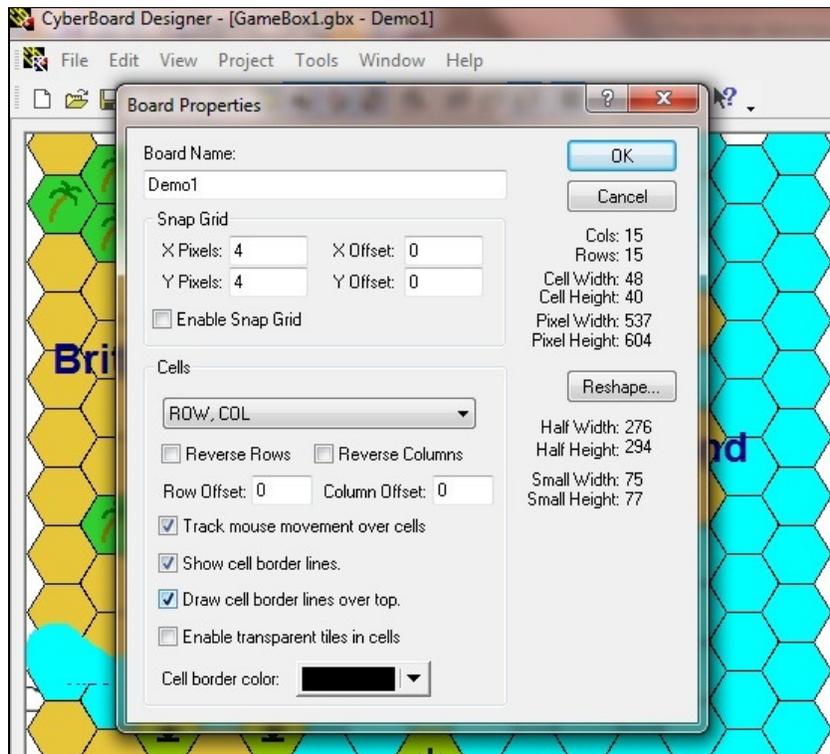
The grid was restored by selecting the 'Tools' option on the toolbar ...



... and selecting the 'Board Properties' option. A new menu appeared on screen ...



... and the tick box next to the 'Draw cell border lines over top' option was ticked ...



... and the 'OK' button was clicked.



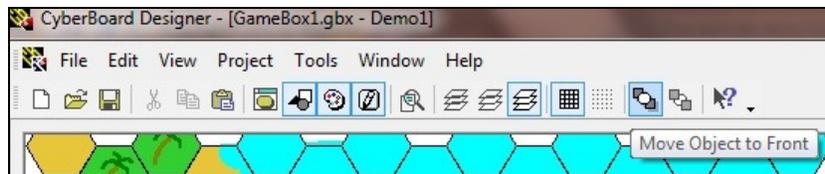
The text was restored by selecting the 'Select Objects' tool from the toolbar on the right-hand side of the screen ...



... and clicking on the location of the 'missing' text.



The 'Move Object to the Front' option was selected from the toolbar ...



... and all of the obscured text reappeared.

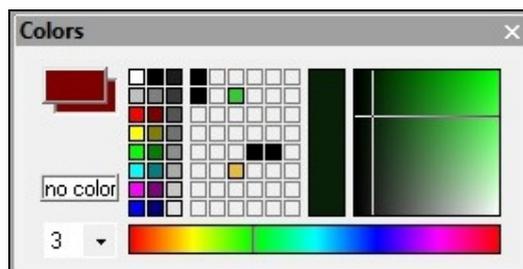


I then used the same procedure to modify the coastline of the entire map, including the island.

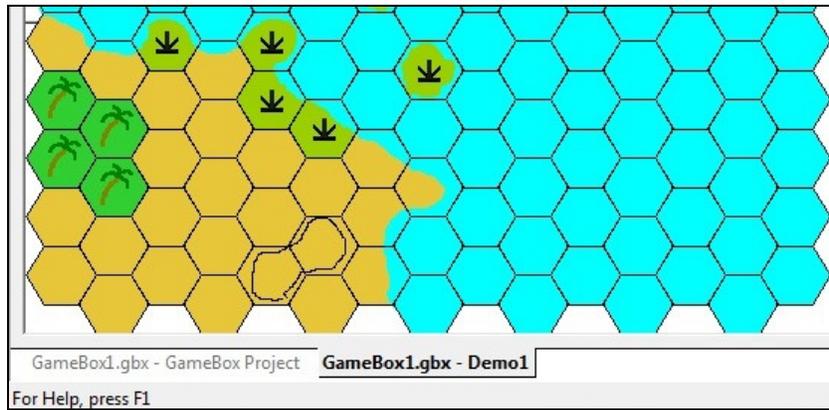


I also used the same procedure to draw some hills onto my map.

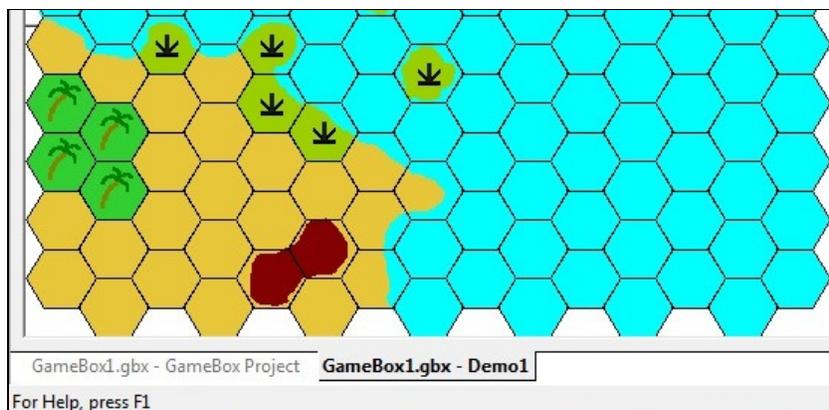
First I change the outline and infill colours using the right and left-hand buttons on my mouse as before.



I then drew the shape of my first hill onto my map where I wanted it, making sure that the ends of my outline joined.



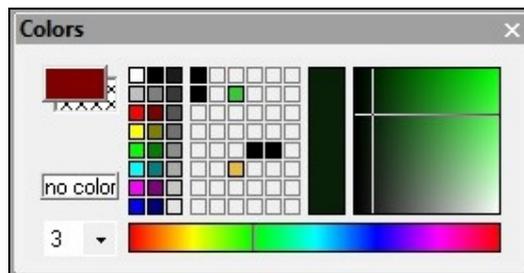
When I had done this I released the left-hand button on my mouse and then double clicked it ...



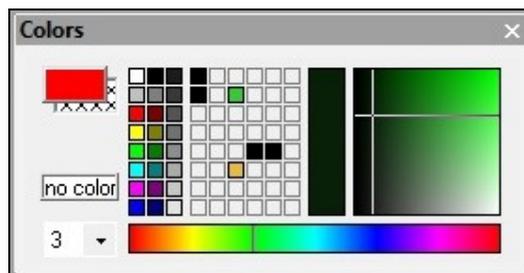
... and the hill appeared on my map. I then drew another hill on the map using the same procedure.

It was also possible to use the same basic procedure to draw a road on my map.

First I selected the fact that I did not want a fill colour by clicking on the 'no color' option on the colour palette with the right-hand button on my mouse.



I then selected the outline colour (i.e. the colour I wanted to use for the road) by clicking on the colour I had selected with the left-hand button on my mouse.



I then drew the route of the road onto my map ...



... and then released the left-hand mouse button and double clicked it. The road then appeared on my map.



I used the same procedure to add some small rivers/streams to my map.

