Map create guide

In order to add your map to the game, you need:

1. Create a canvas 70x70 pixels in any graphics editor.

2. Paint your world using special colors.

Each pixel is one cell of the landscape. Each type of landscape has its own color(RGB).

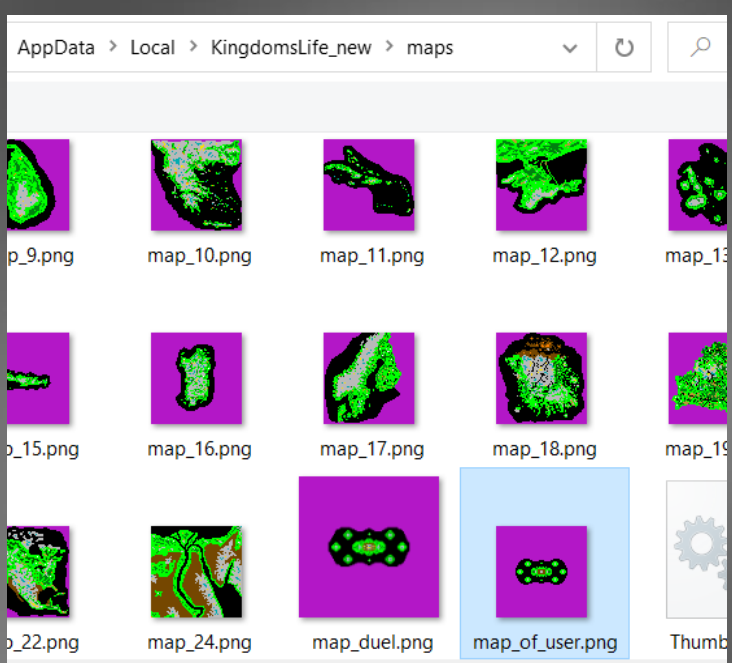
Terrain color codes (RGB):

Meadows	0|255|25
Mixed forest	22|127|27
Coniferous forest	0|89|4
Mountains	183|183|183
Iron	43|170|175
Gold	243|225|28
Swamps	176|151|64
Saltpeter	255|128|3
Lakes	255|255|255
Sea	0|0|0
Sands	106|73|5
nothing	153|30|194

The sand on the banks can be created automatically within the game.

ATTENTION! There should be no empty pixels in the picture.

Open map_of_user in any graphic editor



Strudio

Draw a map using pencil using special RGB colors.

ATTENTION: DON'T USE SMOOTHING WHILE DRAWING. IT CAN CAUSE CRASHES!

Then just save!

