# Watabou City Generation conversion to CC3+

The first most important thing is to just export as a SVG the actual elements you want and cut out all the pretty stuff. It is, after all, the street and building layout that we really want.

So ... in the generator, first check colour - make this either B&W, or Ink in the Presets.

Next, click on Style, and make sure you check or uncheck the following. Whatever I don't mention, you can choose as you wish.

1. GRAPHICS: Check thin lines, leave the rest unchecked.
2. ELEMENTS: Districts Hidden. Check scalebar only (if you want it, leave the rest unchecked
3. BUILDINGS: Roofs plain, leave Raised unchecked. Otherwise, choose what you want.
4. OUTLINE: Check buildings, and UNCHECK water and roads. They will seem to disappear, but will be present in the SVG and thus DXF
5. MISC: Check Solids; Uncheck Show alleys and Show trees. I advise against choosing farms - they can be added as you wish, and I use the farms from other styles, especially where I can easily align the furrows using Shaded Polygons.

You should get something like the png below, ie B&W, no text or trees or extraneous lines.

The number of Buildings and suggested population is available on the Settlement menu:



The next step is to export as png, and SVG. Then convert SVG to DXF using the tool mentioned in the annual.

Then open Watabou city annual style. Pick the dimensions you want - get this from the scale in the generator.

Then inset the dxf file.Scale it as non visual by factor of 2.5 (not 400 - it no longer appears as a dot!). Use 0,0 as the point to scale from. Make sure Sheet is set to IMPORT, and Layer to 0

Next step - convert all from lines to paths (right click the Explode button). DO NOT FORGET THIS

Now we need to move all elements apart from the buildings to their Relevant sheets and layers. I do it in this order, but it doesn't really matter which so long as you remove all elements apart from the buildings to their relevant sheets/layers.

1. Water: Turn Seas into closed polygon, move to sheet WATER/RIVERS, layer Water/Rivers. Use whatever fill you like. Turn River into a path of fixed width, fill whatever you like (or a actual smooth polygon, giving difereing widths along the course of the river, making it perhaps more natural, and perhaps allowing for some river islands). I do not use Change like Draw Tools for this - I got weird results (someone might like to check this out).

2. Roads: Again, I turn the roads into a path of fixed width, fill pattern what I like. Again, I got weird results using the Change like Draw tools. This isn't too problematic, since there are only ever 2-6 roads. Put them on the sheet ROADS layer Roads. I actually add a ROADS PAVED sheet, with no Edge Fade effect because sometimes i want a stone road to be 'neat' at the edges.

3. Walls: I do use Change Like Draw Tools for this - it works well. Make sure you select Sheet WALLS, and layer City Walls before doing this, though.

4. Towers: I do these each separately (I actually hide all but the IMPORT, WALLS and TOWER and TOWER TOP sheets, just to make it easier). I do use the Draw Tools, (NOT Change like Draw Tools), but it is sometimes a bit trial and error to get the right dimensions. First, work on the Round towers: Once I have 1 tower right, I then copy that to all the other round towers, to keep the dimensions consistent (unless I deliberately want to make some bigger and even taller). Nest the square towers- usually the gate. I draw 2 towers with the distance apart from them being the width of the road, then add a WALL between them, narrower than the City Walls, to act as both a gate AND a maker to align them correctly to the walls. Again, I use the copy command to keep things consistent.

5. Bridges. I make these either as a separate entity on a new BRIDGE sheet (in the map below I have used a BRIDGE sheet with a shadow effect, and a BRIDGE TOP sheet for railings, with an outer glow effect).

6. Docks: I add a DOCKS Sheet, with Shadow effect, and outer glow (or just a black outline as in the map below).

7. Greens: I add a sheet called PARKS, and transfer all greens to that sheet, Layer vegetation. Fill as desired.

8. Fields: I transfer all furrows to the FIELDS FURROWS sheet, unless I decide to use a field fill that has furrows you can align as you wish. Otherwise, follow the procedure as per the annual 157.

9. Buildings: Hide all Sheets except IMPORT. Choose layer Buildings. Right click Explode button and change everything from Paths to Polys. Now change the fill to the desired fill - Watabou annual uses the Brown stone dark fill. Next add an outline to all the buildings, then press P for previous and move all the outlines to CITY BLOCK OUTLINE Sheet. I actually rename City Block to SYMBOLS BUILDINGS, and City Block Outlines to SYMBOLS BUILDINGS OUTLINES, and add a sheet SYMBOLS BUILDINGS HIGH (which I transfer the large buildings to - remember to hide the outlines before you do this though!). The renaming isn't necessary, but since I like to have a different sheet for different size buildings, I prefer the name Symbols Buildings - my OCD showing! Of course, I add a Wall direction shadow to the BUILDINGS HIGH Sheet, with higher value than for the hoi polloi buildings. I find doing it this way, and NOT using the Change Like Draw Tool tool actually produces a cleaner result. But I am interested in what you people think.

10. I actually change the sheet effects for the CITY BLOCK and CITY BLOCK OUTLINE as follows: The CITY BLOCK (or BUILDINGS) sheet had only the Wall shadow directional effect - delete the Glow effects, but copy the Outside Glow effect to the CITY BLOCK OUTLINE (or SYMBOLS BUILDING OUTLINE) sheet instead.

11.  Now I have got the following - easy to add all the other bits to the map now.



12. To the template for this revised annual, I would add the following sheets: PARKS, BRIDGE, BRIDGE TOP, DOCKS, BUILDINGS HIGH; and the following Layer: Cartouches. I would also change the sheet effects for the CITY BLOCK and CITY BLOCK OUTLINES as indicated above (and change the names to SYMBOLS BUILDINGS AND SYMBOLS BUILDINGS OUTLINE)

13. Add a macro to the fields Drawtools to automatically align the furrows:
SELSAVE
SELBYP
SHADEPOLY 0 0
SETFSFLAGS 192
SELREST
and use a fill that already has furrows on it. I use the fields from 169 Fantasy Town. The alternative is to use Shaded polygon by edge for each field. (Right click Polygon symbol in right hand menu)

The finished map:

For the hills, I used bevel lighted, with an Edge Fade, the fill was Solid White 20.

# Velkizamok

Buildings: 826
Population: 5194

1 Velk Castle
2 St Zhalena
  Cathedral
3 Guildhouse
4 Trizina Square
5 Riverside Inn
6 Custom House
7 Rat and Mice Inn
8 Velk Tower

N

0          100
Scale in Meter