

OK, first mapping guide here and I'm not sure exactly what needs to go in it. But here we go...

First, a description. I made this style specifically for mapping equirectangular projections of entire worlds. That said, I don't suppose there's any reason to avoid using it for any large area map, whether it's "whole world" or not. I *think* I've got it all set up so it should scale correctly regardless, and it should stretch fine to any XY ratio. It is very symbols and fills light "as is."

Second, required assets. For this style you'll need CA 106 (Ancient Realms), Mike Schley, Mike Schley Dungeon, and the CC3+ Monthly Content.

There is one "oddity" with this map, done mostly because it's my personal preference – I set the grid origin (0,0) to be dead center on the map rather than at the lower left corner. It's just the way my brain works. For some this won't matter at all, but for those who use non-visual options for a lot of placements and such it might cause some confusion. For example, I sometimes copy items in one map to the clipboard to paste them into another map, using non-visual paste. If the copy origin is 0,0 in the lower left corner, and you use it to paste to the 0,0 coordinate in this map, it's going to be in the wrong place. If this is a complication for you, it's fairly easy to change the 0,0-grid coordinate location (I think).

How to Set it Up

- Unzip the folder to your desktop.
- From the "MOC World Maps Symbol Catalogue" folder, copy the "MOC World Maps" folder, and paste it into the "@CC3Plus/Symbols/Maps" folder (Usually in your C:/Program Data folder)
- From the "MOC World Maps Drawing Tools" folder, copy the "MOC World Maps" folder, and paste it into the "@CC3Plus/System/Drawtools" folder (Usually in your C:/Program Data folder)
- From the "MOC World Maps Template" folder, copy the "MOC World Maps Template" file to the "@CC3Plus/Templates/Overland Maps" folder.
- From the "MOC World Maps Template" folder, copy all three files, and paste them into the "@CC3Plus/Templates/Overland Maps/Wizards" folder.

The default land mass/default sea/etc. buttons should all work correctly. However, I can't for the life of me puzzle out how to make the symbol catalogue settings filter buttons work specifically for this map style, so they're currently still set to the CA106 (Ancient Realms) settings.

How I Use It (YMMV)

- As usual, open the new map wizard, go to "Overland Maps," select "Decide my own settings" and select "MOC World Maps" style.
 - It will default to an Earth size world with an ocean background; set your preferences up however you want.
- Once my landmasses are finished, I lay in all my terrain fills, followed by mountain symbols.
- I included some terrain symbols (desert/swamp/etc.). They're set up to go under the terrain fills and add a little texture to those areas. Sometimes I use them, sometimes not.
- Any inland seas/gigantic lakes and huge rivers (anything it seems like could be seen from space) go in next.
- Next, I use a very light dusting of vegetation symbols just to indicate what type of trees/plants primarily fill the jungle, forest, etc. terrains where vegetation is the primary feature. These symbols also add a little texture to the map.
- Finally, I "dress it up." Compass Rose, Rhumb Lines, and a Scale Bar. The rose and scale bar will go to their own sheets by default, and there's a sheet already set up for the rhumb lines (though you'll have to place them there manually).
 - I didn't include any other dressing symbols (sea monsters, etc.) but I usually go looking for one or two that seem to match well (Herwin Wielink's sea serpent from CA64 is a good one, for example), and drop them into the "Dressing" sheet, which I set up for this purpose.
 - I sometimes like to put in latitude lines for the equator, tropics lines, and polar circles. There's a sheet set up for those as well.