Ryzom Map Hilfe

A guide by Siela

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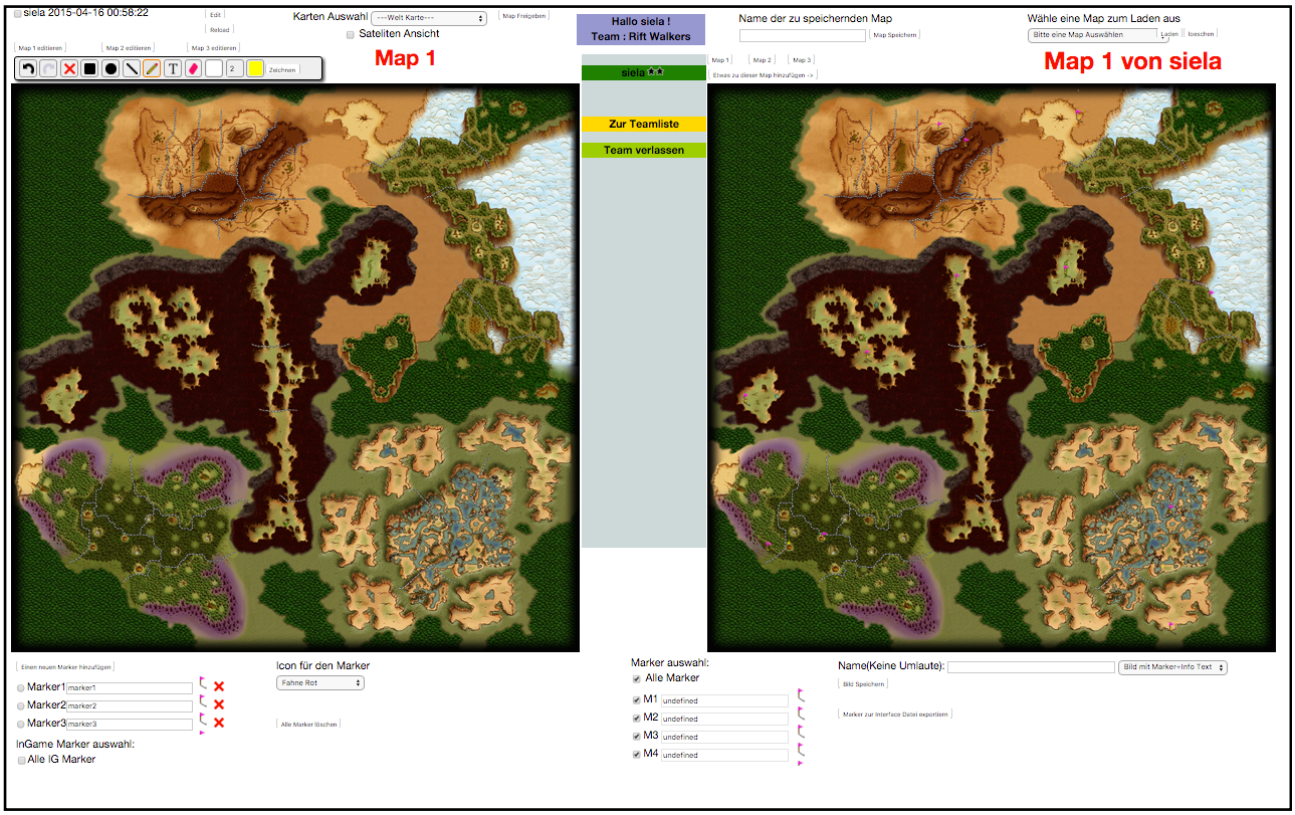
Admin 10

What is Ryzom Map Hilfe?

Ryzom Map Hilfe is a website (www.nirus.at/r_map/) with which it is possible to show fellow players something on the map. This is done with markers or by hand drawn things.

Basic Idea:

- To show something fast and easy to follow players, even if you are somewhere else or are occupied.
- To make strategic plans for OP Fights
- For the planning of events
- For a trek if you wanna plan the route before
- and for much more!



Registration

The registration is done over an app in the IG Webinterface.

1. Open the IG Webinterface (Shift+W)
2. Click on ADD APP (top of the window)
3. Under name write: Ryzom Map help reg/info (or anything you want actually :P)
4. URL: http://nirus.at/r_map/regi.php
5. The rest of the fields you can leave empty
6. Click on Submit and it's done!

7. Now start the new app (scroll to bottom in WebIG if you don't see it)
8. At the first start you get the info that the registration was successful and below you see your login info.
9. On the next starts the app will only show the login info.

Login

To log in open www.nirus.at/r_map/ in a normal Browser (Chrome, Firefox, Safari, IE, …)



Where „Benutzername" is written, enter your char name.
Where the points are, enter the password obtained from the Registration process (see above)

If you get an error message, control your char name as well as your password.

If you're sure you entered it right, contact Bonny (IG Mail or Tell when he is online)
(I (Siela) can try to give help, but it is not an utility made by me)

Startscreen

After you have logged in, you now see this:



Of course it will be Hallo „charname" instead of Siela!
The button „Ausloggen" logs you out of the site and you return to the Login page.

- „Lansames Internet (Aktualisierung alle 4 Sek.)" —> If you have slow network connection choose this option and it will reload every 4 seconds instead of every 2 seconds. Also all maps are pre-loaded when joining a team (Attention loading duration)
- „Alle Bilder vorladen (Läuft nach dem Start flüssiger)" —> Does pre-load all cars as in option above, but it will reload every 2 seconds.

- „Neues Team anlegen" —> If you aren't member of a team (and don't wait for an acceptation into a team), you can create a new team.
- „Alle Teams" —> Shows all teams currently available. If you aren't member of a team (and don't wait for an acceptation into a team), you can click „Anfrage senden" to send a request to get accepted into the team.

Creating a new team

You can only make a new team if:

- you aren't part of a team yourself
- you don't wait on acceptation from a team

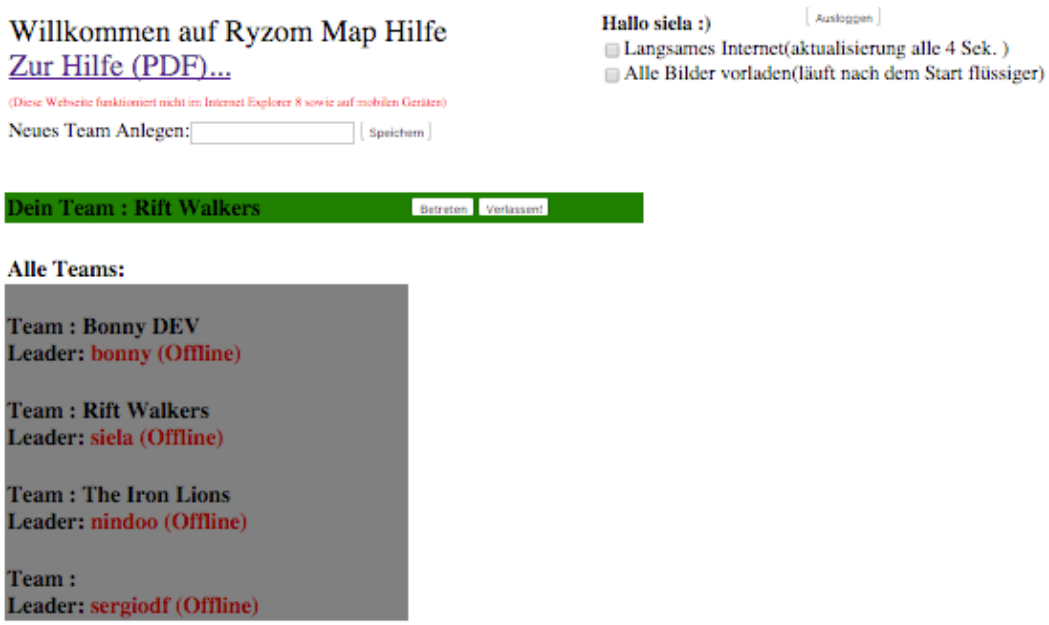
If one of the two conditions isn't met you will get an error message.

Now if you enter your wished team name in the input field, please pay attention to these things:

- Write everything together and lowercase (e.g. juengerjenas, juenger-jenas, juenger_jenas)
- Please don't use any special characters or umlauts (?&%$§" ,äöü)

Otherwise it can produce errors and you won't be able to open the team.

If you say save now, the team will be created and it will look as follows:



If you are the creator of the team, you are automatically the admin (two stars).
The team you are member of is shown in green and has two buttons:

- „Betreten" —> You go into the team.
- „Verlassen!" —> You completely leave the team.

Also the „Anfrage senden" button will disappear from all teams.

All teams

Under „Alle Teams“ all teams that are set up at the moment are shown. (Your own team as well!)

With „Anfrage senden“ you can send a request to get accepted into the team, but only if:

- You aren’t part of a team
- You don’t wait for an acceptation into a team

When you click on it, you have to wait for the acceptation from the team admin or you can retire the request by clicking „Abbrechen“.



Also the „Anfrage senden“ Buttons disappear from all teams.

If the team admin accepts you, the team color changes from orange to green.

Beside the team you have been accepted into are two new buttons now:

- „Betreten“ —> You go into the team.
- „Verlassen!“ —> You completely leave the team.

Team

Welcome in the team:

Here you now see:

- The left map (drawing board)
- The right map (team map)
- The team list

Drawing board

This is your drawing board. On this maps (Map 1-3), you can draw and set markers:

- **CHOOSE A MAP**

Here you can choose different regions to have a better zoom.
Below you can change between the 3 Maps. At the start of the team the Map 1 will be loaded. If you have drawn something another day on that map, that drawing will be loaded.
You now can edit this map. (For ways to edit look below)

!Attention! The map only saves if you click „Map freigeben“. So if you change to another Map or log out without clicking „Map freigeben“, all unsaved changes will be lost!

- **PAINT WITH THE DRAWING TOOL**



The drawing tool has a few functions (from left to right):

1. Undo the last painting step
2. Redo a painting step
3. Clear everything you have painted so far
4. Draw rectangles (10. is used as fill color, 12. is used as frame color)
5. Draw circles (10. is used as fill color, 12. is used as frame color)
6. Draw straight lines (12. is used as color)
7. A pencil to draw free hand on the map (11. is used as diameter, 12. is used as color)
8. Creates a writing box to write texts (10. is used as font color)
   - 8.1. To display **bold** font
   - 8.2. To display *italic* font
   - 8.3. To underline the text
   - 8.4. To change the font size
   - 8.5. To change the font
9. The eraser (11. is used as diameter)
10. The fill color for rectangles and circles as well as the color for the font
11. Determines the diameter of pencil and eraser
12. The frame color for rectangles and circles as well as the color for the pencil and straight lines
13. The button „Zeichnen" you only have to use if you placed markers and want to draw something again.

- **MARKERS**

You can place markers on the map and give info texts to this markers or change their icons.



Tipp: Before you place a marker, choose the eraser in the drawing tool (or it will draw a point when you place the marker).

- To place a marker, first choose one (by clicking on the point to the left of the marker)
- If you want more markers than already in the list, you can hit „Einen neuen Marker hinzufügen“ to add one to the list.
- Now you click on the map the desired position for the marker (if you misclick just click again and correct place).
- If the marker is still selected, you can write an info text in the input field (beside the name of the marker)
- If the marker is still selected, you can change the icon, just by selecting the desired marker from the list under „Icon für den Marker“
- To delete a marker just click on the red X beside the desired marker
- You can also click „Alle Marker löschen“ to delete all markers that are currently placed on the map.

- **ADDITION**
  - *You drawing on teammates map*

You can also add something you draw to the maps of your teammates!

When you click on the button „Etwas zu dieser Map hinzufügen“ on the team map (right map), the map and the markers as well as the name who the map is from are shown on your drawing board.

You can only draw something on that map.
You can’t place markers, change the zoom level of the map and the „Map freigeben“ button is deactivated.

You can now draw something on the map:

- If you want to add the drawer things to the map hit the button „Hinzufügen"
- The „Abbrechen“ button cancels the process and shows your map 1. He also reactivates all normal functions
- If you click on one of the maps 1-3 („editieren“), the process is also canceled and the desired map is shown.

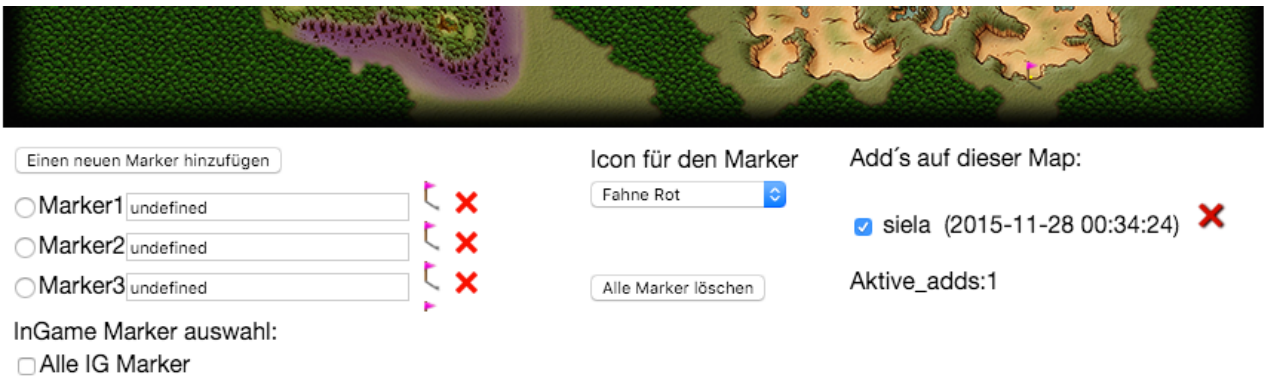


  - *Teammates drawing on your map*

If somebody added something to your map it will look like this:

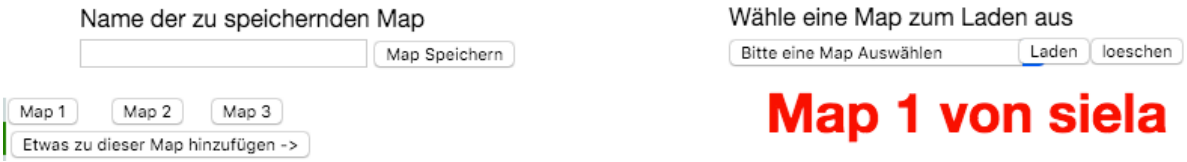
Under „Add's auf dieser Map:“, all additions to your map will be listed. The name of the editor and the date and time.

With the checkbox in front of the name you can activate or deactivate a certain add.
With the red X after the date you can delete this add (all other drawings and adds rest).



Team map

The right map is the display map of your team.

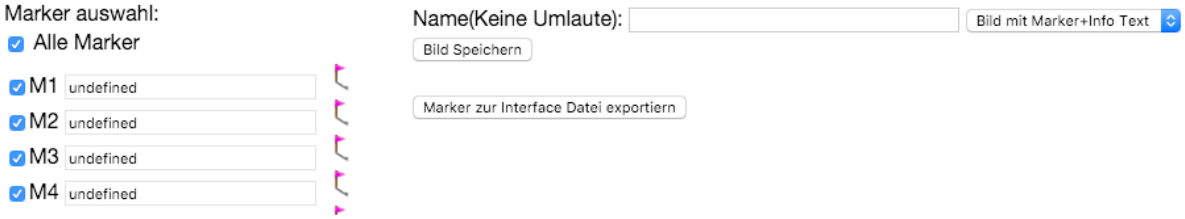


If you click on a team member in the team list, his map will be displayed.
With the buttons Map 1-3 you can change which map of the team member selected you want to see.

- The red writing indicates who's map and which one (1-3) you are looking at.
- You can save all maps that you can see, to look at them later or in another team.
  - To save the map you are looking at, enter a name under „Name der zu speichernden Map“ and then hit the button „Map speichern“. (date and time are saved as well)
  - To load a saved map, select it in the dropdown „Wähle eine Map zum Laden aus“ and hit the button „Laden“. (this will load it in the selected map in your drawing board and will overwrite it!)
  - If you want your team members to see the loaded map, you have to click „Map freigeben“.
  - The button „Löschen“ deletes the selected map and removes it from the storage.
- The button „Etwas zu dieser Map hinzufügen“ is explained above.
- The button to save Maps as .png will be explained below.

Save as PNG file (image)

This function you find at the bottom of the Team map.



- To save the map you're looking at in the team map, just give it a name (without umlauts) in the input field after „Name (ohne Umlaute)"
- Select what should be displayed in the PNG file from the drop down. The options are:
  - „Bild mit Marker+Info Text" —> The info text will be displayed beside the markers
  - „Bild mit Marker" —> Only the markers will be displayed, no info text
  - „Bild ohne Marker" —> No markers and no info text will be displayed, only the map and the drawings.
- When you hit „Bild speichern", a new tab will pop up.

- In the new tab, to save the image: right-click on the image —> Save image as…
- Scroll to the bottom in new tab and there will be a fix link pointing to the image.

Team list

It is located in the middle of the screen, between the two maps. Here you see who is in your team.



- At the top, with violet background, is your name and the name of the team you're member of.
- Below are the members:
  - The member with two stars is the leader
  - All members that are green are currently online
  - All members that are red are currently offline
  - All members that are orange can't draw but only look
- The button „Zur Teamliste" returns you to the start page, but without leaving the team
- With the button „Team verlassen" you completely leave your team and return to the start page

Admin

If you have two stars after your name, you're the admin of the team!
You can become admin by:

- Opening a new team
- The team leader is offline or has left the team

To explain the meaning of the icons:

- With the red X you can kick team members
- With the sword marked with a red X you can take the draw access from a person. This has following effects:
  - The team member can't draw anything
  - Other players can't open his maps anymore
  - If the leader of the team leaves it, he doesn't become team leader (if he's the last team member it will be disbanded)
- With the two crossed swords you can give back the draw access to a person.
- When a person asks for acceptation to the team, it appears under „Anfrage".
  - With the red X you reject the person
  - With the green tick you can accept a person

