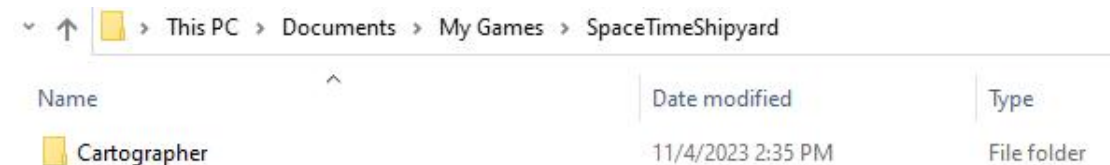
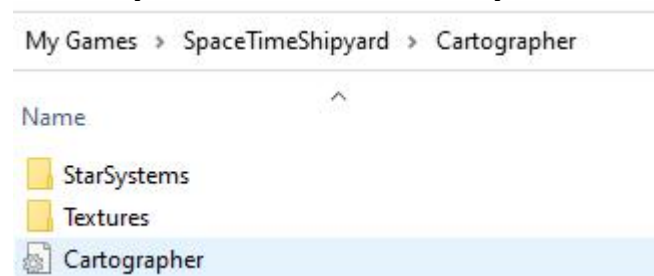


THE CARTOGRAPHER

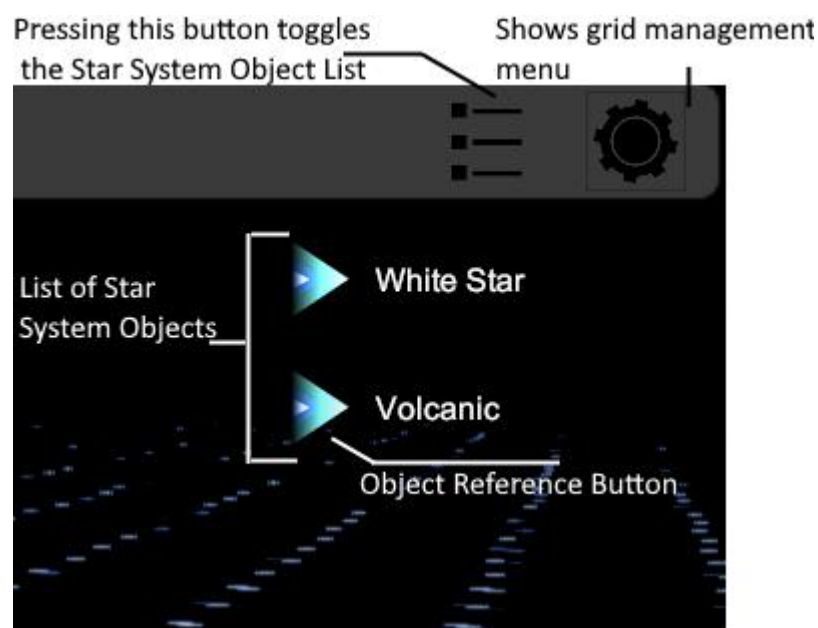
When you start the Cartographer standalone tool for the first time it will create directories for the game in in your Documents folder.
Documents/My Games/SpaceTimeShipyards/



In the Cartographer directory will be two sub directories “StarSystems” and “Textures”. The Textures directory will have sub directories to put your custom textures for various planet types. The StarSystems directory will store saved Star Systems for use in the game.

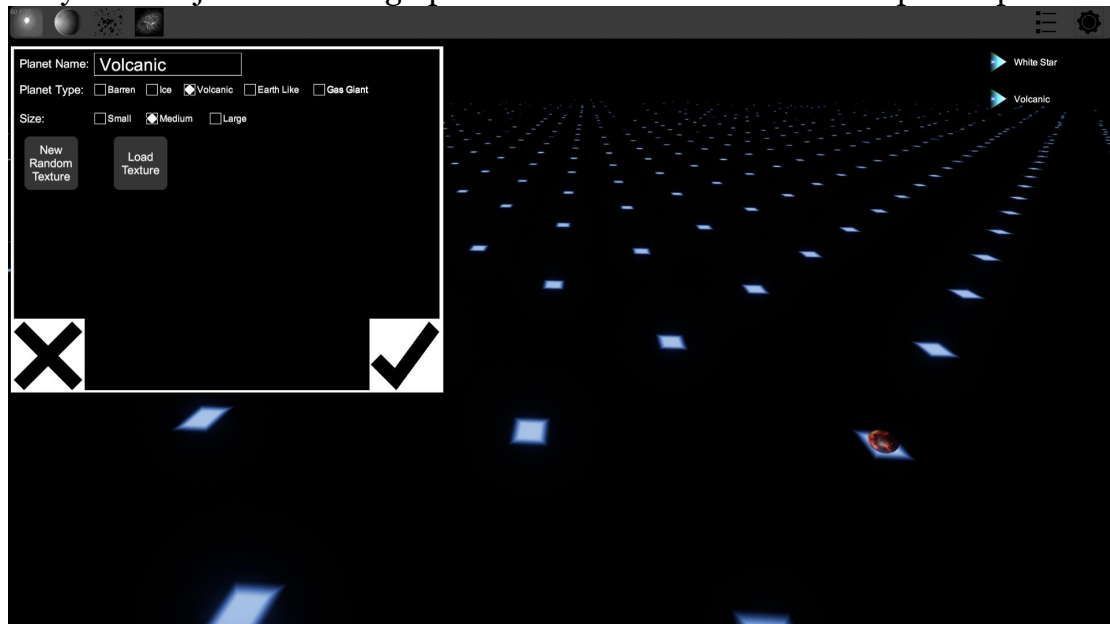


The “Cartographer.ini” stores values you can edit which will affect the Cartographer tool at runtime.

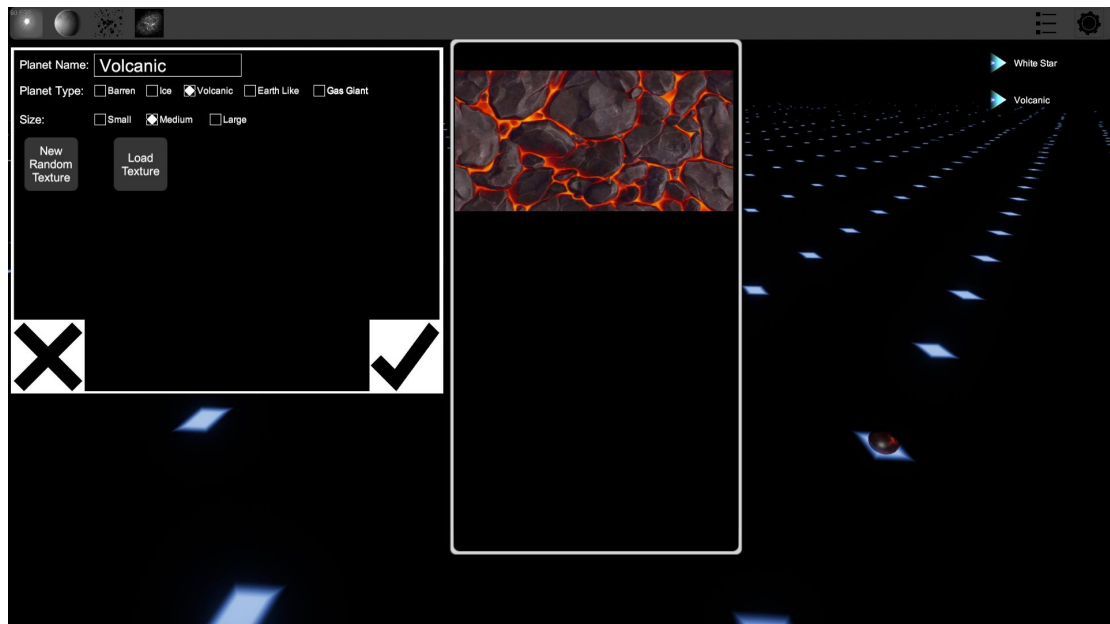


How To Apply Custom Textures To A Planet:

Clicking on the button which references the planet you want to edit in the List of System Objects will bring up the Planet Data Menu for that specific planet.



Clicking on the “Load Texture” button on the Planet Data Menu will bring up another menu that will show your png and jpg custom image textures you have in the Textures folder.



This is a Volcanic planet type so only the images in the Documents/My Games/SpaceTimeShipyards/Cartographer/Textures/Volcanic directory will be loaded when pressing the “Load Texture” button. To apply the image as the texture to the planet click on the image. Then press the check mark button on the Planet Data Menu to accept the changes.

The texture for the Volcanic planet has now been changed to your custom texture.

