# Pymapper fog tutorial

The pymapper fog module consists of a toolbar for adding or removing fog to the map, and a secondary display screen where the concealed map is displayed. This secondary map can be used on a projector, or to save snapshots for posting online.
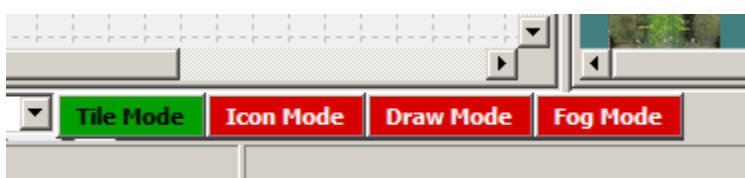
Step One: Create the map.

Actually, a map is not necessary to use the fog feature, but we'll start with one for this exercise. This map is from the *Temple of the Fiery Serpent* module that I wrote:
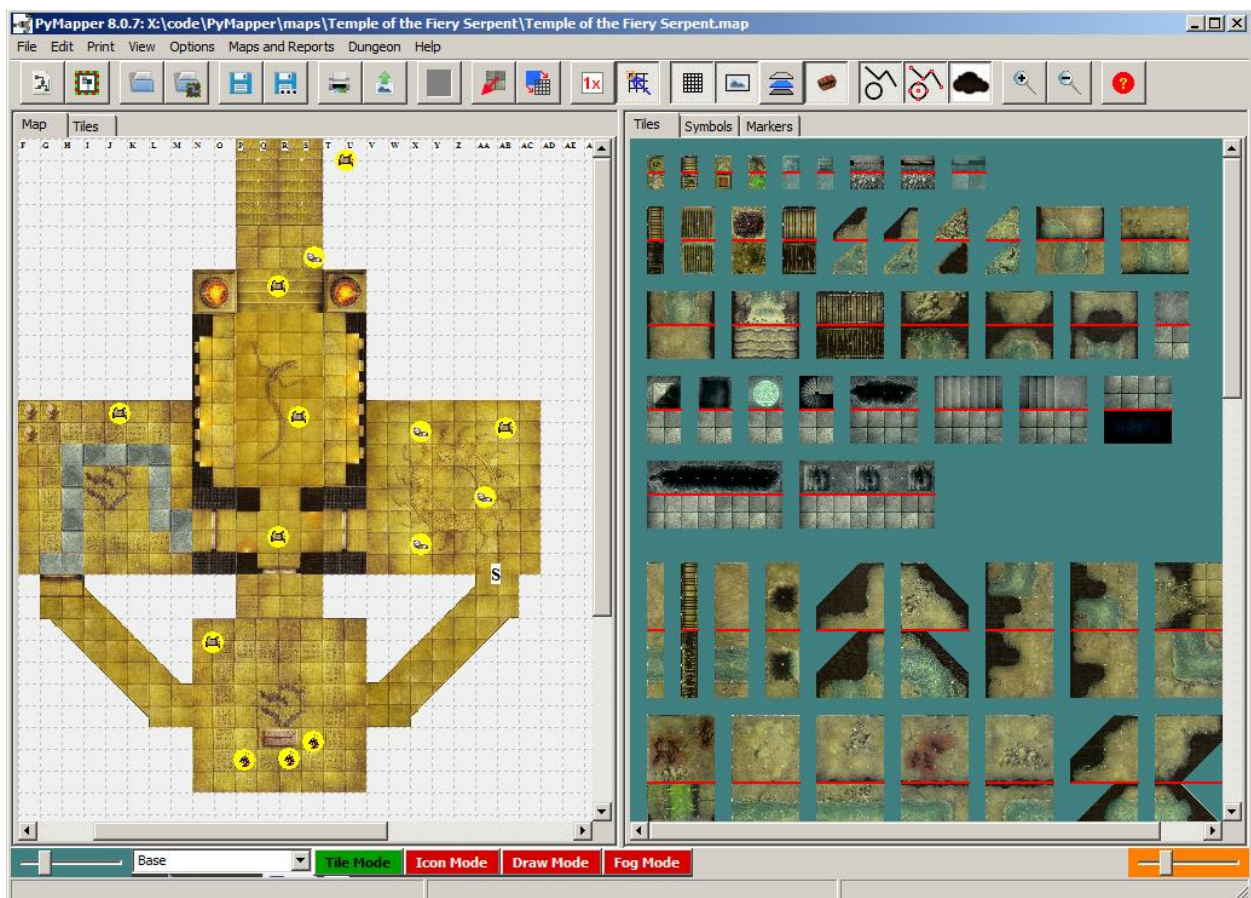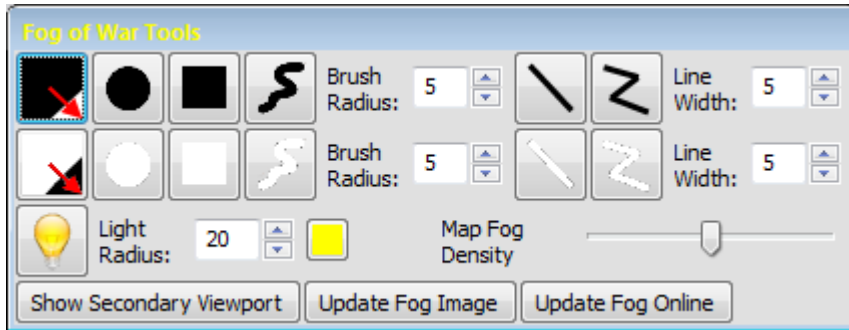

Step Two: Set up the fog

At the bottom of the pymapper screen is the mode bar. The green button shows the current mode.

Select the "Fog Mode" and the fog toolbar will appear:

Hover over any of the tools for a description of its function. Tools with a black icon add fog to the map, and tools with a white background remove fog. With the fog tools displayed, select the top left button to cover the entire map with fog.
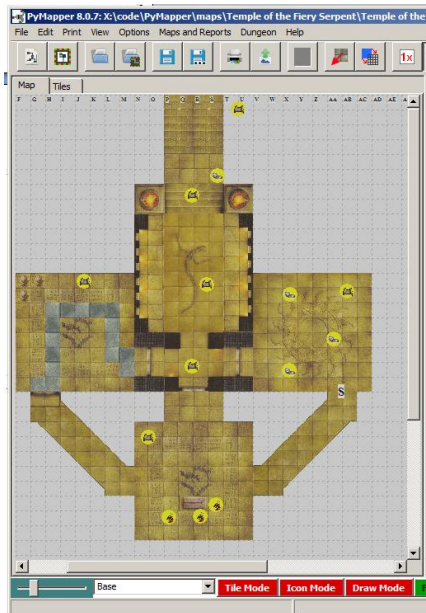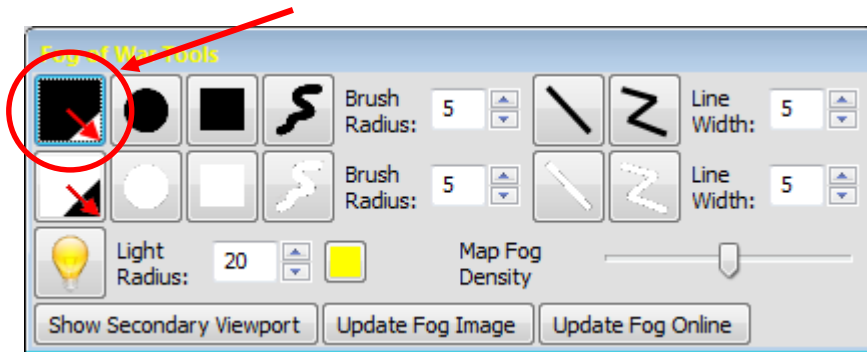
Notice that the map window has dimmed slightly. This shows the extent of fog across the entire map. With the fog in place, let's turn on the secondary map display to see the map as a player would see it. From the **View** menu, select the "**Secondary Map Viewport"** option. With that, the Player View window appears:
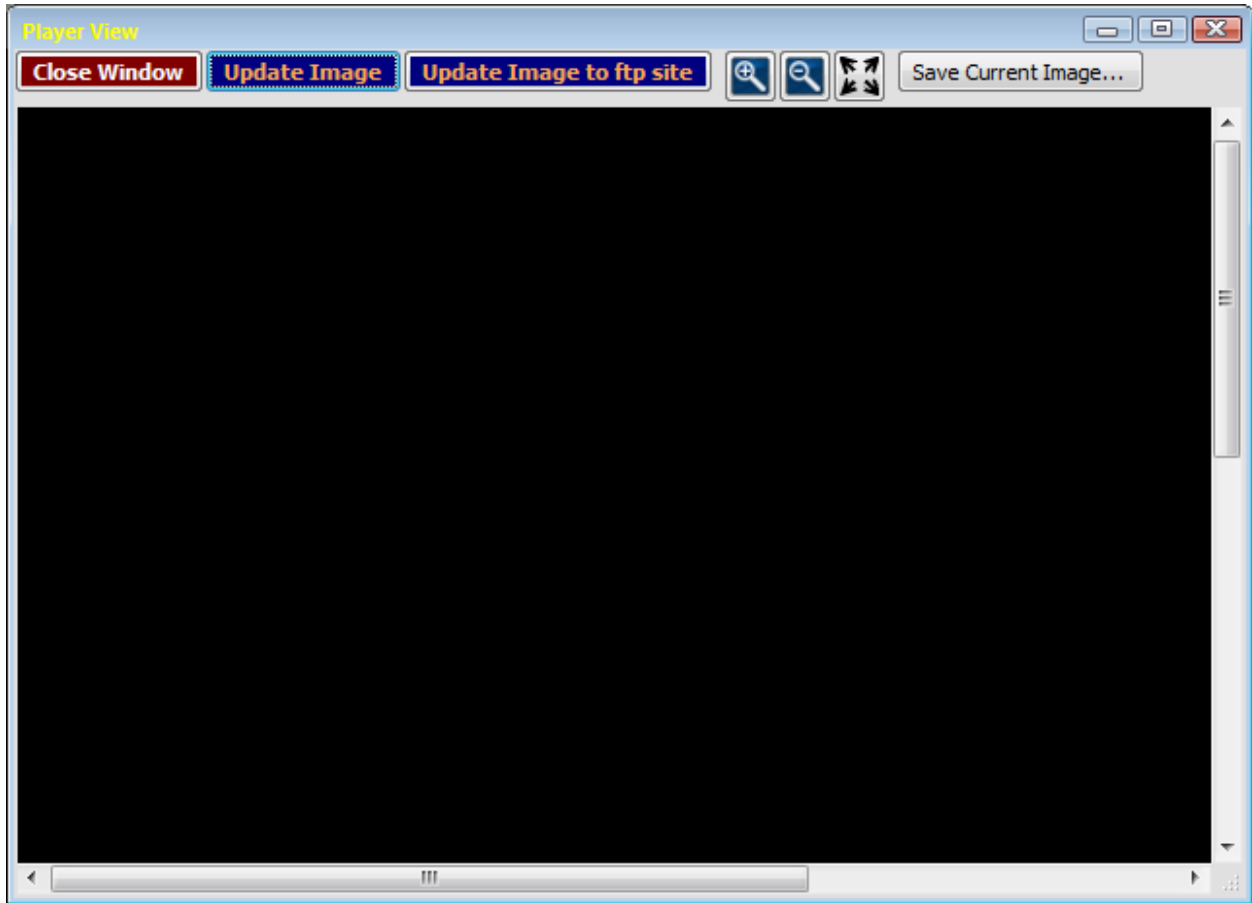
The screen is black of course since we just placed fog on the entire map. Let's reveal the entrance for the players. Select the reveal fog square button, and drag a rectangle across the temple entrance on the map window.
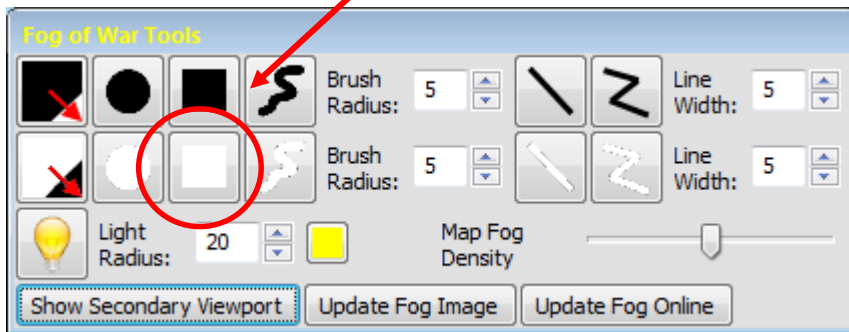
Then hit the "Update Image" button on the Player View screen, or on the fog-of-war tools dialog.

The freehand and line modes have an additional setting for the brush radius and line width. This measurement is not in pixels, but is instead tied to the drawing scale as set in the program options. This value is the width of the brush in 'scale feet' of the map. The map scale can be changed in the **Program Options**, selected from the **Options** menu.

The arrows show where I drew a rectangle showing the steps of the temple. As the players progress, you can reveal more using the fog tools.
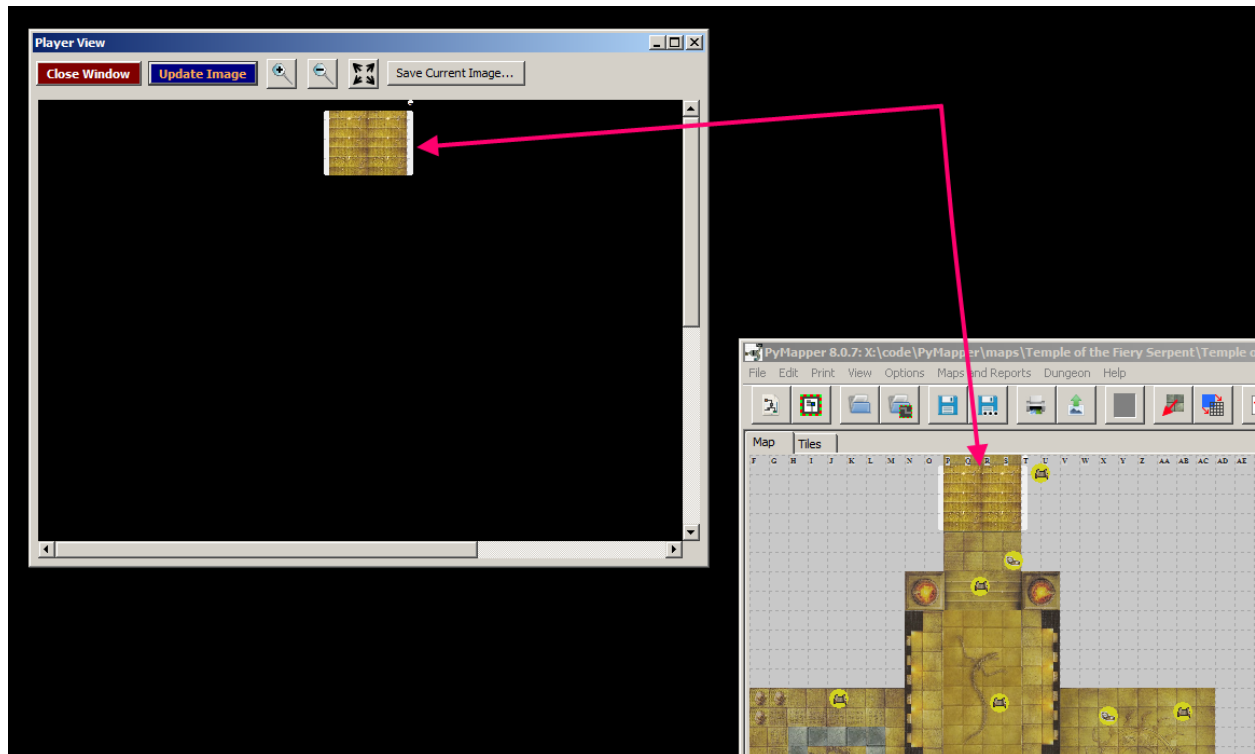
You can change the color of the fog shown on the map window by going to the *Options* menu and selecting *Program*.

 The map window fog display can be also be turned on or off by selecting the display toggle on the menu bar. Note that this option only affects the map window display; to reveal all on the secondary display, select the "Remove all fog" tool from the dialog.

Using Pymapper Online

New in version 9.4, pymapper can upload images to a remote ftp site. This can be used to share map images online, or to facilitate fog-of-war views to players. To use this feature, you must have an available ftp server for the images to reside on. Follow these steps to upload the images.

First, enter your login information into pymapper. Select "**FTP Settings**" from the **Options** menu. The following prompt will come up:
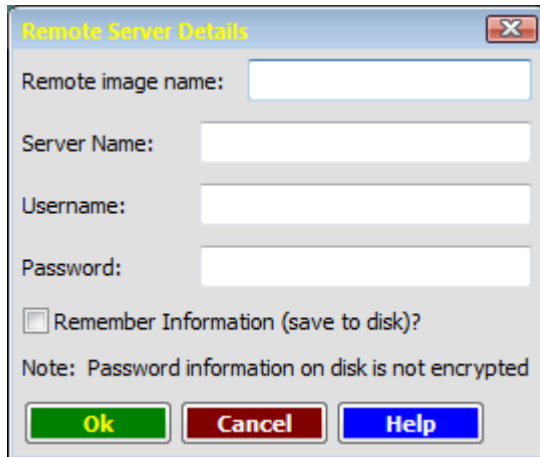
The remote image name is the filename of the image that you wish to store. It will be stored in .png format on the remote ftp server. The server name is the ftp URL where pymapper will store the images (ie. ftp.google.com). Of course, you will have to have an account on whichever remote site you use, and the ability to access their ftp server.

With this information set up, you are now ready to publish images to an online server. To do this, you will need to open the player view by selecting "**Secondary Map Viewport**" from the **View** menu. A new floating window will open which will show a view of the map window. This view is the same as used in the fog-of-war module. The controls on this window (and also available in the View menu) will update the player view window, and upload images to the remote site. The Player View does not automatically update; this makes it suitable to display this window on a desktop projector, and still be able to hide information from the players. To update to the remote site, simply push the "Update Image to ftp site" and the program will pop up a message to let you know when it is done uploading.

Of course, once the image is up on the server, it is up to you to figure out how to display it to your players, or the world at-large. I have a *very* simple web page available at www.pymapper.com that you could use for displaying the images.

Please send questions, comments, or bug reports to pymapper@gmail.com.