
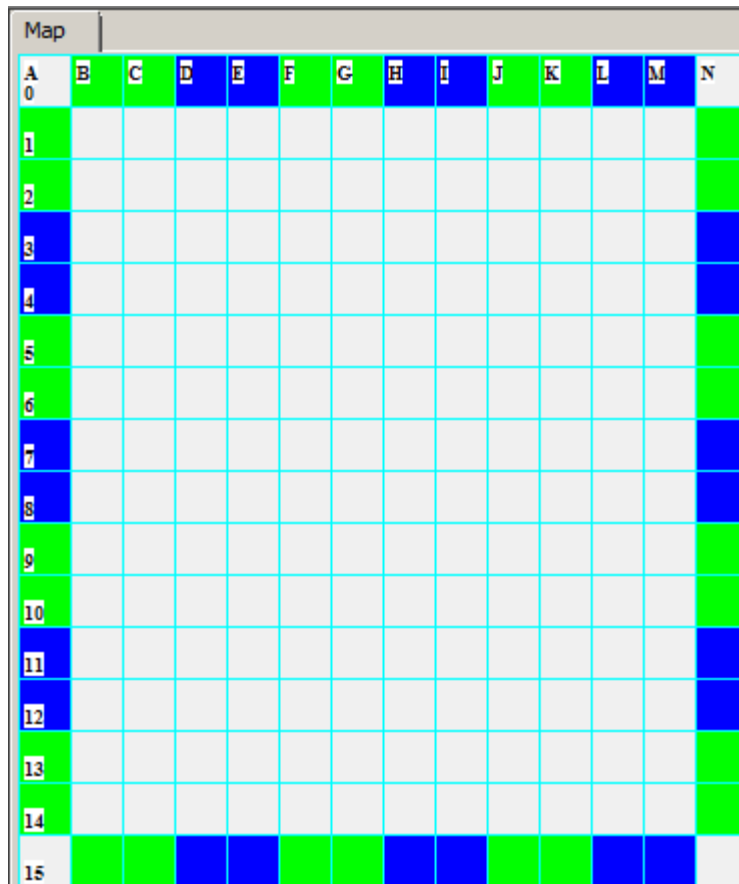


# Pymapper Geomorph Tutorial

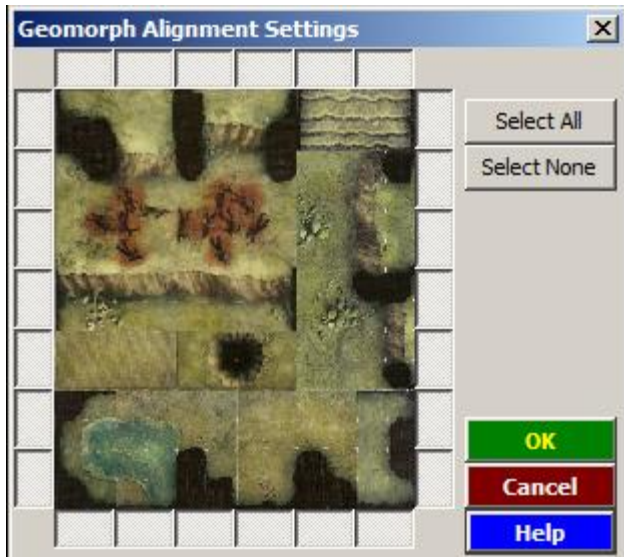


1. From the *File* menu, choose *New Geomorph*, or select the  tool from the toolbar. Pymapper will prompt for a filename for your new geomorph. Enter the name and select save.
2. The map window will change to show the following:

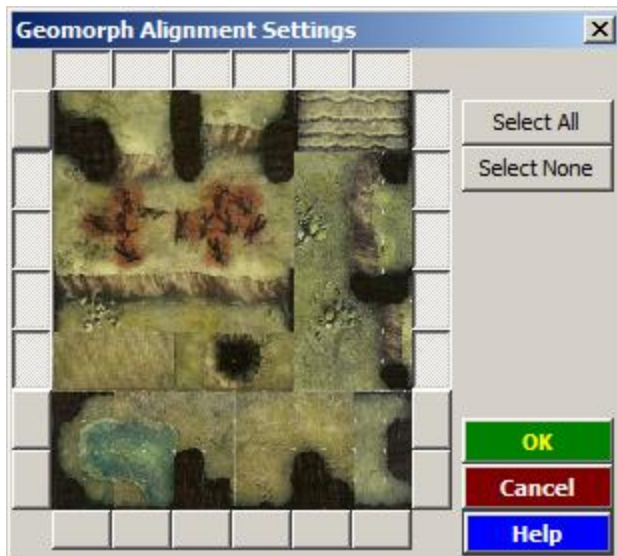


The colors are red and green in versions prior to version 8. The colors indicate connection points that are used for generating random dungeons.

3. Drag and drop tiles from the tile window to the map window as normal. When creating geomorphs, the tiles must stay within the color border. Thus, each geomorph will have a maximum size of 12x16 squares.
4. When you are done with the tile placement, select *Save* from the menu, or the toolbar.
5. The *Geomorph Alignment Settings* dialog will come up:



Around the edge of the tiles is a series of buttons. Each button indicates a connection point for the random generator. Click the buttons on or off to change where doors or entries are located. The following pictures shows the buttons set to indicate walls on the geomorph:



A button in the up position indicates a wall; down indicates an opening. The geomorph is complete!