Q: i'm using Dragon_10362_lmod13 and i have this problem. any can help me?

A:

LOL. well while that is definitely a problem, its not caused by Dragon. You still have the DIF files in your Ultima Online directory. The DIF files are only needed when your using the original Britannia world that comes with the game. When you use a custom map you need to either delete the DIF files for the Map0 and Map1 worlds, or move them into a backup folder so the game doesn't see them and load them into the client.

Here is a list of the DIF files you will need to delete or move to a backup folder.

If you are using a custom Map0 replacement world then you will delete or remove these files from your Ultima Online folder

Stadifl0.mul
Stadifi0.mul
Stadif0.mul
Mapdifl0.mul
Mapdif0.mul

If you are using a custom Map1 replacement world then you will delete or remove these files from your Ultima Online folder

Stadifl1.mul
Stadifi1.mul
Stadif1.mul
Mapdifl1.mul
Mapdif1.mul

Once those files are deleted or removed from your Ultima Online folder, your problem will be solved. EA Games when they bought out OSI started adding in patches to the maps via DIF files that only update certain locations on the original game map, so what you are seeing is those certain areas of your custom map are be updated with the patch information from the DIF files.

Regards, Carl
www.darkshard.net

A: Also, in *misc/MapDefinitions.cs* you should set TileMatrixPatch.Enabled = false;

This disables the MapDif reading of the Server.

Q: mmm any can help me? i try to convert map0.mul i finish to bmp again, but all mul2bmp in dragon cause me an error :S

A:
You really dont want to use the Mul2Bmp program to generate a map image for any usable image for map making.. It was never really refined to create a bmp image good enough to turn around and use again with Dragon, without a LOT of reworking the colors. It will (or did) create a fair image of the map0.mul file, but there will be a huge portion of the map that will have void colors because of the 3 way transitions on the map#.mul file.. and not having any specific color to assign those.

Also, depending on the version of Mul2Bmp and the map#.mul file used, that could be the issue in itself. I am uncertain is it will even read a map of the current size of 7168x4096 where it was created when maps were 6144x4096.

What errors are you having specifically?

Q: My error is: "Access violation at address 004502D6B in module 'Dragon_m2b.exe'. Read of address 0B2A4000.
i'm using Dragon_Imod13 ... :S

A:

You will not be able to use the Dragon_m2b.exe (MAP2BMP) program with a my IMod13 version of Dragon. That's because the color table has been updated as have the scripts and the Dragon_m2b.exe is expecting the original Dragon color table and scripts. You can do this with the original unmodified version of Dragon but not the addon modified versions.

Q:

Hi, i was just wondering if there where any ressources out there to learn about map making, tips and tricks, how exactly to use photoshop efficiently to build a map, the steps to take when making a map to make sure there are as little bugs as possible and make it look natural. Also a tutorial to explain the basics of using dragon. I'm actually using the lastest stable version of Sphere for the server. I'm planning to play with 5-10 friends that played this game with me 15 years ago. Who know, maybe if i can get this server up and running and in a few months if the gameplay is as i like it might become a real thing. But yeah, tutorials written or in videos would be greatly appreciated.

ps; (I'm not a newbie at PS, been using it for a few years for university but i'm not pro)

A:

Hi [Promethor](#)
There are some over on Ryandor.com yes. I have been behind in my work here, to migrate them to this site and update them. But they will be here soon, posted.
In the mean tome though..

http://www.ryandor.com/forum/viewtopic.php?f=9&t=151

Between this link above (Sorry images are not there, I need to retrieve them on the ryandor server still) and the pdf below, you should get a general idea. Keep in mind some of this is dated 10 years, but most is still very valid for just starting out with Dragon map making tool.

I will try to get some more current material posted here asap.

- [UO-DragonMod11-MakingMapTutorial.pdf](#)

Q: Is there a way to convert maps that were made back in "The old Days" to the new maps?

A: Do you mean from the pre-ML size Fel/Tram to post-ML size?

You can use the Map Copy functions of Fiddler to easily do so with .muls With Dragon I'm guessing you'd simply cut/paste .bmp versions from the old size onto the new size, and then generate them. Just make sure your color palettes are correct. Someone who knows Dragon better might be able to clarify or correct that though.

A: Yes, there is a way. I have been using a program called "Map Extractor 1.6" it allows you to select your source map and what size (6144x4096), and then specify a destination map and what size (7168x4096), then you select "Copy Entire Map" and finally check the option "Copy Statics" then press the "START" button and wait a few minutes. It will read everything from the source Map and Statics and then create a new Map and Statics files with the new size selected and write everything into the new files. Everything will be in the exact same location as the original - just your dungeon space will now be larger giving more room to add new dungeons and areas. I'll post the "Map Extractor 1.6" here for anyone to download.

[Map Extractor 1.6.zip](#)

Q: What is the difference between the different versions, [Dian](#) you sent me a version years ago, prob between 2003-2005, I was building a Middle Earth map.. dont know if you remember, I played on your shard years ago, player name: Anton O'Malley.. looking to build a new map and was looking for your software again. Seems i have found it!

A: The main difference between the different version of Dragon Mod's is new terrain types added as well as some of the scripts that generate coastlines etc... have been cleaned up so less touchup work is needed manually. There will still be some areas that will need manual touchups depending on how detailed you get with your BMP image. The more detail in the BMP (proper rounded corners and not choppy curves and corners) the less manual touchups will be needed to the generated map via an editor such as CentrED. To my knowledge my Dragon IMod13 offers the most terrain types and cleaned up scripts to date.

Q: Do any of the dragon mods support building maps that are 7168, 4096? I am playing around with maps with the old size (6144, 4096) and those maps work with client version 6. I can't get any of the old maps to work in the new client (7+) without the character going through floors, wrapping around the world improperly, or becoming completely stuck.

A: No, there is not. You would create your map with Dragon and then use a map copy program to copy that map area into a map that is the correct size. That is how I got around that anyways. (I wanted the ML areas anyway)

[Carl Hamilton](#) would know of other methods.