DF & Dundjinni

Posted by Beastman - 2004/06/22 06:13

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hi @all,

perhaps some of you already have heard of the mapmaker named dundjinni und would like to make DF-maps with that program.

unfortunately i do not have the time to cut, copy and rezize all the single tiles from out of those maps. dundjinni uses 200x200 pixels to represent 5 feet on a map and the file format needed is pgn.

when i look at the dungeon-layout samples of DF (the gifs): is it possible to download/get single tiles somewhere (not whole layout maps)?

thanx

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DF & Dundjinni

Posted by MyLordVoid - 2004/06/22 22:49

No I Have not... Is there a Link to some Info?

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DF & Dundjinni

Posted by Beastman - 2004/06/23 02:43

Yes there is:

http://www.dundjinni.com

There is also a demo you can download.

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DF & Dundjinni

Posted by MyLordVoid - 2004/06/24 17:34

This Product Looks Promising... Sort of A Fusion of The Dunceon Catographer and Gridsmith? Do You Own the Full Version? And Are You Talking about Trying to Import the DF Gifs into the Dundjinni Program? Cause My Guess is You would Need Permission? (Unless you Create the Art Yourself?)... Anyway I am Curious about Dundjinni in any Event as I Do Use 2D Maps Frequently, So Thanks for the Link...

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DF & Dundjinni
Posted by Beastman - 2004/06/25 01:55

Yes, have the platinum version. you can make some really really nice maps. some examples can be found in the dundjinni forums (as you probably already know). But: 1) the maps are very ink consuming when printed out and 2) i cannot make DF-maps with it (or hardly make DF-maps). So I thought, that the sample maps here on this site can be split into their seperate tiles, which can then be used with dundjinni. But before I do this, I though I post in this forum and ask if someone already has done this, because i do not have much time (as so many gamers *g*)

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DF & Dundjinni
Posted by MyLordVoid - 2004/06/26 08:24

So Dundjinni Allows you the Flexability of Creating your Own Art into the Tile Data Base? And I Have Read at least one Brief Comment about Someone using Dungeon Crafter and Maybe Scanned MM Pieces?

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DF & Dundjinni
Posted by Dante - 2004/06/26 10:43

I played with their demo for awhile and I only have a few comments about it:

1.) IMHO, it needs a lot of work to make the UI (user interface) more sensible and more user-friendly.
2.) I think it has potential to be a really great map-making tool.

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DF & Dundjinni
Posted by DaggerdaleDM - 2004/06/26 10:59

I created a bunch of tiles but they were at 20x20 for Dungeon Crafter.

http://www.nightwasp.com/daggerdale/downloads/mmtiles.zip

Not nearly the resolution you need.

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DF & Dundjinni
Posted by MyLordVoid - 2004/06/26 14:36

Dante Are You Talking about Dungeon Crafter ot Dundjinni? I Have Not Attempted the D/L Demo of Dundjinni, but Dungeon Crafter although Pretty in Places Sends my System into Fits...

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DF & Dundjinni
Posted by Beastman - 2004/06/26 17:14

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I played with their demo for awhile and I only have a few comments about it:

1.) IMHO, it needs a lot of work to make the UI (user interface) more sensible and more user-friendly.
2.) I think it has potential to be a really great map-making tool.

At first, the interface is a little bit unsensible. After a hours of work, however, you become accustomed to it. I have my ship-map (in the Map-forum titled "First-Try Ship") in about 15 minutes after playing with the app for an hour or so and not reading the manual. The only thing I have to complain as of yet, is the inability of dundjinni to blend various types of terrain. For example, when drawing an island, the coastline/beach is a straight line with the water and does not have a realistic blending effect. And yes, you can make your own tiles and use them with the program. 200x200 pixel represent 5-feet on a map (ideal for D&D battlemaps for example).

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DF & Dundjinni
Posted by Beastman - 2004/06/26 17:16

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I created a bunch of tiles but they were at 20x20 for Dungeon Crafter.

http://www.nightwasp.com/daggerdale/downloads/mmtiles.zip

Not nearly the resolution you need.

I know them. Haved used DC by myself. But I wanted something more symbolic, not the "actual" tiles of DF, but something like those found in the examples here on the site.

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DF & Dundjinni
Posted by Dante - 2004/06/26 21:48

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MyLordVoid,

I was talking about Dundjinni. I tried it out awhile back--maybe they've made some improvements since I D/L'd the beta version. It's been awhile. I am so totall buried in home improvement projects right now I haven't had time to do any actual gaming-related tasks other than post messages here. ;-}~

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DF & Dundjinni
Posted by MyLordVoid - 2004/06/27 09:25

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I Myself am Curious Because I Love Map Making, and Even Drawing my own (Very) Limited Tiles for 2D printout... I Guess What I am Concerned about is Spending $80.00 on an App that might Really be as Difficult to Use as My Existing Photo Shop... Good Luck on the Home Improvement Stuff BTW... Still Looking Forward to Final Game Room Pics!

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DF & Dundjinni
Posted by MrMorden - 2004/06/29 07:41

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I Myself am Curious Because I Love Map Making, and Even Drawing my own (Very) Limited Tiles for 2D printout... I Guess What I am Concerned about is Spending $80.00 on an App that might Really be as Difficult to Use as My Existing Photo Shop... Good Luck on the Home Improvement Stuff BTW... Still Looking Forward to Final Game Room Pics!

Fractal Mapper 7.0 http://www.nbos.com/products/mapper/mapper.htm is cheaper and has a very good interface. I highly recommend it.

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DF & Dundjinni
Posted by brvheart - 2004/07/01 12:24

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I downloaded the trial version of Fractal Mapper and so far find it difficult to use. I prefer to just stick with Corel Draw.

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DF & Dundjinni
Posted by MyLordVoid - 2004/07/03 12:03

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MrMorden,

Thanks, and Good ta Read You Again...

Brvheart,

I Have Never Used Corel How does it Compare to Photoshop? I myself Use Regular old Windows Paint, Very Basic, but You Can Force it to Do A lot... But No Shadows or Lighting Effects of Course...

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DF & Dundjinni
Posted by brvheart - 2004/07/03 14:30

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Corel Draw is vector based and more similar in function to Abode Illustrator. A lot more versital all around than a Fractal Mapper. I did start the tutorial yesterday and may change my mind on it though.

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DF & Dundjinni
Posted by MyLordVoid - 2004/07/04 10:30

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Let me Know Your Thoughts, I Love Playing with Art and Making 2D Maps...

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DF & Dundjinni
Posted by Odhanan - 2005/03/31 12:46

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Dundjinni is an awesome map program. It requires a "healthy" amount of RAM though. Some DF elements for dundjinni are perfectly possible to build in bitmap to import in Dundjinni. Some "professional-looking", color tiles to use would be great. Perhaps an idea for a free DF download?

Did anyone try to take digital pictures of DF pieces and modify them on photoshop or other softwares to be able to use them as tiles? I wonder. I should try this out.

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DF & Dundjinni
Posted by brvheart - 2005/03/31 13:37

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The pieces for Corel that therigwin made work pretty well for me. I do tend to set it up with DF first and take digital pics and then convert it to a map. Makes it easier to see how things fit togther.

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DF & Dundjinni
Posted by MyLordVoid - 2005/04/02 15:40

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Odhanan,

I Had the Dunjinni Demo for a While, (It Expires), it seemed VERY promising, And I Could easily Imagine

Printing Unique Floor Elements from Dunjinni, and then Perhaps Glueing them down to a Piece of Balsa, or similar, Then you Could have some Alternate Design Elements... Trickiest Part of Combining DF with anything is Height Disparity...

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DF & Dundjinni

Posted by falcarrion - 2006/08/23 16:27

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dundjinni is a great product. with a little practice it becomes very easy to use. you can upload your own pics and if you go to the user site you will find loads of home made pics for it. if Dwarven forge joined with them for a special expansion like Wizkids did with the Armor Wars Heroclix expansion it would be great. It does feature a snap to grid option which is very useful.

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DF & Dundjinni

Posted by pfworks - 2006/08/23 16:34

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http://www.colinburns.com/games/mastermaze/index.html

have fun

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DF & Dundjinni

Posted by drawback - 2009/02/06 08:17

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I'm using Dundjinni to create 2x2 and 4x4 inches "tiles" which I print, cut and paste on 1/4 inch cardboard.

Thus, I've created various traps, altars on dais, slimy corridors (for an encounter with a slime) and my trademarked "corridors of death".

Great program to use (although it needs at least 1gig of ram to use easily).

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DF & Dundjinni

Posted by Saintmac99 - 2009/06/07 14:04

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I've been using Dunjinni for quite awhile now. I really like their product and their service center/customer help is amazing. Having said that, I use it only as a DM map maker. I can see how useful it would be a good tool to layout ideas though.

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