

Ralia Theme – Install & use guide

Hello there, fellow cartographer; thank you for downloading my theme!

Bellow, you will find an install guide to this theme so you can get working properly and even further below, you can also find some details on the structure of theme & how to properly work with it for extended use-cases.

Included in the theme

- **3 tones** – light, normal and dark
- **9 template map files** for a quick start
- **Custom fonts** and **custom hand-picked labels** using the said fonts
- Great support when coupled with any of my asset packs
- Somewhat decent support even on non-default background texture (you can use this theme with for example the Worn texture if you prefer it)

Install Guide

1. Unzip the downloaded package somewhere
2. Navigate to your Wonderdraft user folder
`C:\Users\<YOUR USER NAME>\AppData\Roaming\Wonderdraft`
3. Move the following folders: `assets`, `maps`, and `themes` to the Wonderdraft user folder
 - Override/merge if necessary – don't worry; this will not delete any of your existing maps/theme/assets, it will just add the correct file structure to your already existing folders.
4. Launch/Reset your Wonderdraft and either:
 - Select any existing map or make a new map and select the theme you want
 - **NOT recommended (see next session for explanation)**
 - Open one of the premade templates from the following folder:
`C:\Users\<YOUR USER NAME>\AppData\Roaming\Wonderdraft\maps\elvanos_theme-Ralia-templates`
 - **Recommended (see next session for explanation)**

Theme details & unusual use cases

- The theme comes in 3 different shades – light, normal and dark. Each of them comes with 3 different premade templates
 - The templates come in 1x1, 2x2 and 3x3 sizes and can be found in the folder mentioned in the previous session
 - Translated to pixels this is:
 - 1x1 = 2048 x 1536
 - 2x2 = 4094 x 3072
 - 3x3 = 6144 x 4608
- Ground textures have 2048 x 1536 px resolution. They are also all seamless, which means you can endlessly extend them and expand your map further.
 - This also means that if you ever intend to “stitch” any of your smaller maps into a bigger map, you should follow this ratio; otherwise, the stitched version will have rough texture edges.
- Another reason for having template map files is Wonderdraft’s water stain value in the water settings which unfortunately doesn’t save with the theme settings. All map templates have to the proper water stain values to go with the matched tone of the theme.
 - If you create a new map, the water stain amount gets randomized and might ruin the desired theme look. Therefore it is recommended to modify the dimensions of the template file and to save it under a different name instead of making a new map altogether.