

The Lord of the Rings Map



1998 by I. Mouwen

v4software@vvier.tudelft.nl

<http://www.oli.tudelft.nl/vvier/v4software/>

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You may use LOTR Map at your own risk free of charge. I will accept no responsibility whatsoever for any damage caused directly or indirectly from using this software. You may distribute it freely, as long as you distribute the entire package. You may not exclude any files to the package and you may not add files other than additional or modified datafiles.

If you create new datafiles or modify existing ones I would like it if you send them to me.

The digitized map that I use is an edited version of Christopher Tolkien's map. I thank Ryan Lovett -rylo@UGAstro.Berkeley.edu - for allowing me to use it.

Important:

At this time, I have no plans for making the source of LOTR Map available for everyone. However, I may decide to do so in the future. When you have specific questions about how I did something, you can of course ask me by email.

Contact the author

If you have questions about LOTR Map, please send an email to V4Software@vvier.tudelft.nl
When you find a bug, or when you have a good idea for the program, I'll be thankful when you tell me.

Particular I will appreciate it if people provide me with new data files in other languages.

Any information about LOTR Map as well as updates can also be found on my website :
<http://www.oli.tudelft.nl/vvier/v4software>.

Chapter one

preface



LOTR Map is a digital atlas of Middle-Earth. Middle-Earth is an imaginary world, created by J.R.R. Tolkien who is the writer of i.a. the masterpiece “Lord of the Rings”, a story that takes place in Middle-Earth. The number of places, mountains and rivers etc. in this world is so enormous that in my opinion it justifies the use of a program like this.

At this time I have included only about 145 places in the list so its far from complete. However the list with places can easily be extended. Also, the program has only one big map of Middle-Earth. In the future I might add other, more detailed maps of regions of Middle_Earth.

Chapter two

data files

At the moment I provide the list with places in two languages: English and Dutch. The files that contain these lists are plain textfiles which can be edited in a texteditor or with LOTRMap itself. These data files have names with the following format : ME_XXXXX.dat, where XXXXX is a series of characters, not necessarily of length 5. I have named the two files that are included in the package ME_Dutch.dat and ME_Engli.dat. The format of these files is explained in chapter 6. When you start LOTR Map, it will search its own directory for these files and they are then presented in the menu under File-Select Language. LOTR Map will remember the last opened file and open it the next time you run LOTR Map.

Chapter three

moving around the map

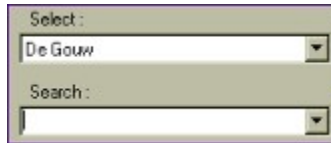
The main window of LOTR Map contains two images. The left one shows a big colorized map and the second a smaller map with less colors. The small map is the same as the big one, but shrunk to a much smaller size. This small image also contains a purple colored rectangle that indicates which part of the total map the large image is showing.

There are several ways to move around the map. The first one is to just left- or rightclick on the big image. (At this point left and right clicking makes no difference). Another way is to leftclick on the small image. You can also drag the purple rectangle around the small image. The last way is to select a place from one of the dropdown lists.

Chapter four

dropdown lists

The main window of LOTR Map contains two dropdown lists.



When you select a language from the mainmenu (File-Select Language) the topmost list is filled with places and sorted in alphabetic order.

The bottom dropdown list is used to search the list.

If you select a place from one of the two dropdown lists, the map will scroll to this place.

Chapter five

editing a datafile

By selecting File-Edit from the main menu the edit window appears and the active list with places can be edited. By selecting File-New you create a new data file.

The edit window looks like this:



1. This editbox specifies the language of the list. When you're creating a new list, the first five characters of the language's name are used to make a default filename.
2. This is the name of the place that's being edited, or the name of a new place that you've just created.
3. This listbox shows the names of the places that are in the current list. When you select a place from this list, the corresponding coordinates appear in the coordinates editboxes (item 4).
4. These editboxes allow you to change the coordinates of the active place. When you activate one of these editboxes, you will see that when you move the mousecursor over the big map in the main window, the cursor changes in a cross. If you leftclick the big map, the coordinate of the place under the mousecursor appears in the editboxes. If you rightclick the map, the map just scrolls and the editboxes don't change.
5. When you click this button, the the text of the editboxes 2 and 4 is cleared.
6. When you click thus button, the changes that you have made to the selected place are applied to this place.
7. This button adds a new place to the list.
8. Clicking this button deletes the selected place.
9. When you click this button a savedialog will appear and you can choose to save the list to a file. If you overwrite an existing file, the original file will be backeduped.
10. When you click this button the edit window closes and the list will not be saved.

Chapter six

file format

The files that contain the lists are plain textfiles. You can edit them by hand with a texteditor. The format is as follows:

```
[PROPERTIES]
language=English
[DATA]
Ice Bay of FOROCHEL=282,152
Forlindon=66,335
Forlond=80,373
.
```

On the second line after 'language=' the language of the list is specified. From the 4th line, after '[DATA]', the lines contain names of places and their coordinates. The part before '=' is the name of the place. The second part after '=' is the corresponding coordinate. The first number of this pair is the horizontal distance (pixels) from the topleft corner of the map. The second number is the vertical distance from the topleft corner.

You can use your favorite image editor to get these coordinates, however, LOTR map provides an easier way to do this. See [Chapter 5](#).

This is a list of all specified locations. When you select one, this location will be displayed in the center of the map.

Search the list with locations.

Use the slider to adjust the speed of the animated map.

Specify the language of the active list.

Fill in the name of the active location.

Specify the coordinates of the active location on the map. This can be done by hand, or with the map. When you select one of the editboxes, the cursor will change into a cross. Use the right mouse button to move the map and use the left mouse button to specify the coordinates.

This is a list of the locations. Select one to edit it.

Click this button to create a new location. After you have specified its name and coordinates click the Add button.

Click this button to apply the changes you have made to a location.

Click this button to add a new location to the list.

Click this button to remove the selected location from the list.

Click this button to close the window and save the list to a file.

Click this button to close the window and not save the list.

