

Dev Log: ElysianMaps

This page contains feature spoilers. Only read if you are fine with that.

In the last big Development reveal I talked about working on a Xaero's map addon that would allow players to edit a global map where they can draw National borders, roads, and the system automatically marks towns.

Today, that mod has been completed, and I'm here to talk about it's features.

Firstly, only Town and Nation leaders are able to edit this map to prevent griefing. Players who grief the map regardless can be banned from editing it, and Staff are able to edit anybody's claims/roads.

Town leaders have their town marked on the map and are able to make roads.

Nation leaders are able to do what Town leaders can and also make Nation claims.

Railways are marked automatically by another mod. Editing them requires changing the rail itself.

Reminder: Nation claims do not provide physical server protection. They serve solely as a roleplay political tool.

The complete list of the features are:

- Ability to make Nation claims
 - Add Nation claims
 - Remove Nation claims
- Ability to make roads.
 - 3 road types: Main, Side, and Offroad
 - 2 road draw tool modes: Straight and Curved
 - Edit existing roads. Remove or move them
 - Add segments to existing roads
- Some Roleplay enhancement
 - Nation leaders are able to claim the same chunk. That chunk becomes contested and gets shown with both Nations colors
- Towny integration
 - Some default Towny messages are replaced, based on Map data
 - Towny now announces if you enter a Nation claim, and if it's contested

Video Showcase:

<https://www.youtube.com/embed/iR-gz5ca530>

Future additions to ElysianMaps include:

- Waterways. The ability to mark ship routes.
- Hover information. When clicking on a Town or Nation claim it fetches Wiki information to show.
- Buildings. The ability to mark key buildings or locations.

and more.

Thank you.

- Nyseus

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