

Lucidity User Guide

Updated: March 29th, 2023

Table of Contents

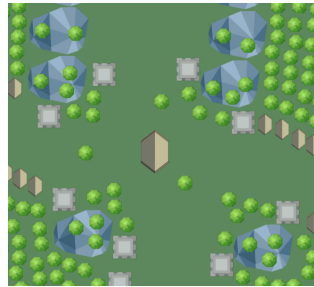
Overview.....	4
Installation.....	5
Windows.....	5
MacOS.....	6
Loading In.....	7
Create New Map.....	7
Load Existing Map.....	8
Map Editor.....	10
File Menu.....	10
New File.....	11
Open File.....	11
Save.....	12
Save As.....	12
Painting.....	12
Sprites.....	13
Brush.....	14
Options.....	15
Count.....	15
Asset Spread.....	16
Random Placement.....	17
Tools.....	17
Selection.....	18
Scale.....	18
Rotation.....	19
Delete.....	19
Pan.....	20
Zoom.....	20
Undo/Redo.....	20
Layers.....	20
Add Layer.....	21
Visibility.....	22
Rename.....	22
Delete.....	22
3D-ify.....	23
Controls.....	23
Noclip.....	23
Options.....	24
Movement Speed.....	24

Sensitivity.....	24
Noclip.....	25
Back to Editor.....	25

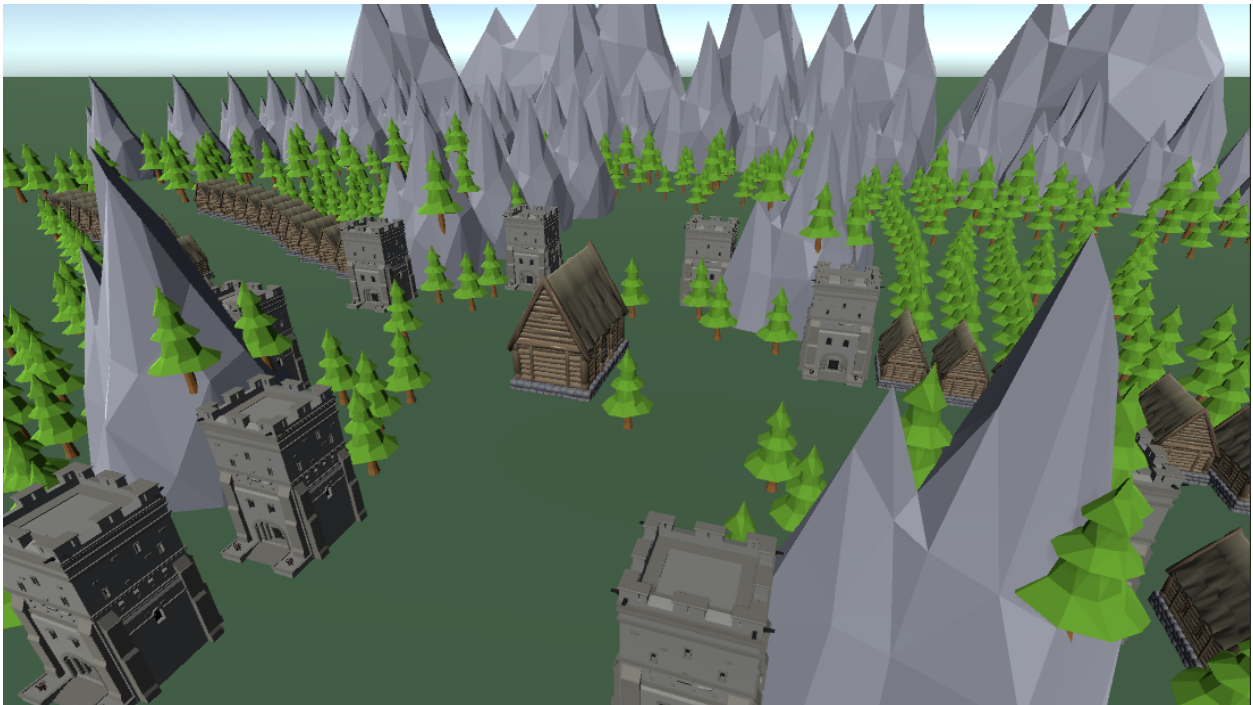
Overview

Lucidity aims to make the most of your mapmaking experience, and keep others you share your maps with engaged in the story you want to tell. Whether you want to imagine a luscious forest surrounding a path to a dragon's lair atop a mountain or a bustling town of elves found within the safety of castle walls, *Lucidity* can help your fantasy become reality.

From the comfort of your home or in a cafe, *Lucidity* can be used anywhere with access to a personal Windows or MacOS machine.



An example 2D *Lucidity* map.



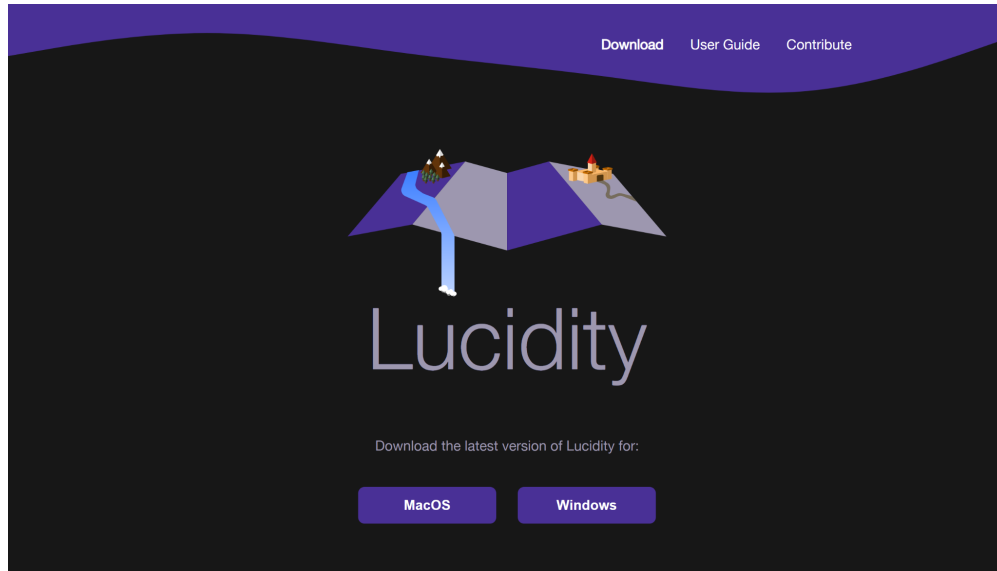
A *Lucidity* conversion of the example 2D map above.

Next: [Installation](#)

Installation

Downloading and installing *Lucidity* can be done faster than you can say the word “imagination”. Visit the *Lucidity* website at <https://www.luciditymap.com/>. Once there, you should notice download links for different operating systems: Windows and MacOS.

Note: an Internet connection is required to download the application.

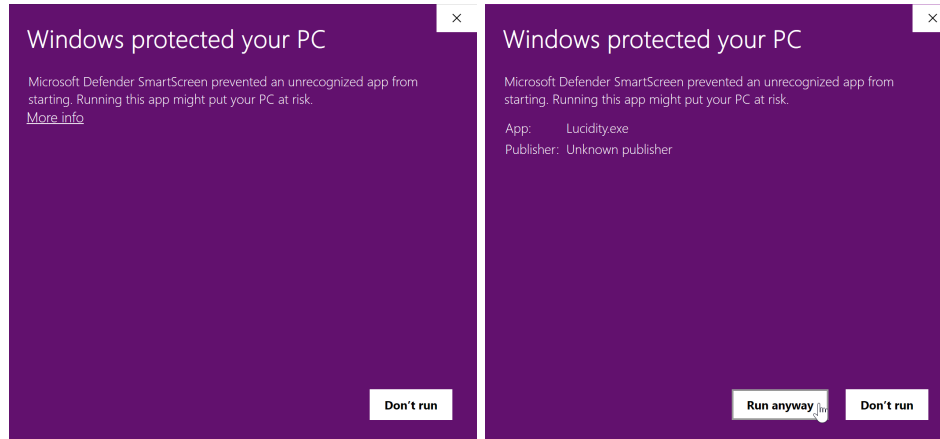


The *Lucidity* website, with the Windows and MacOS download buttons in view.

Windows

1. Click the **Windows** download button.
2. Navigate to your browser download folder.
3. Extract Lucidity-Windows.zip to the desired location.
4. Navigate to the extracted Lucidity-Windows/ folder.
5. Run Lucidity.exe.

Note: Microsoft Defender SmartScreen is enabled on most Windows devices by default. To run Lucidity.exe, the warning may need to be ignored.



Microsoft Defender pop-up on Windows, and how to ignore the warning.

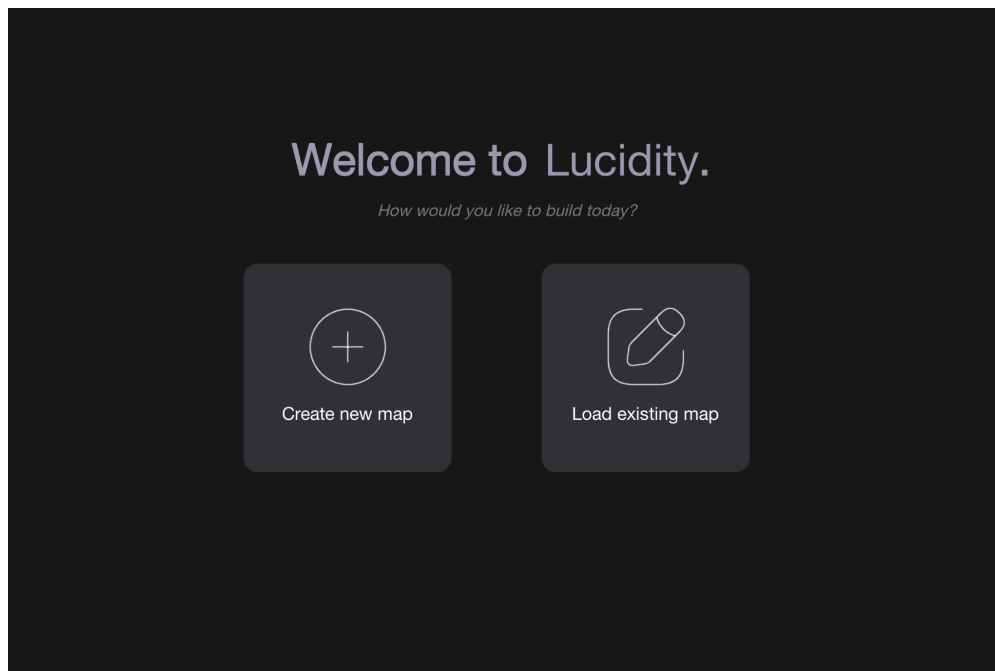
MacOS

1. Click the **MacOS** download button.
2. Navigate to your browser download folder.
3. Extract Lucidity-Mac.zip to the desired location.
4. Navigate to the extracted Lucidity-Mac/ folder.
5. Run Lucidity.

Next: [Loading In...](#)

Loading In...

Now that you've opened *Lucidity*, you're one step closer to either envisioning your own imagination, or seeing someone else's creation. On loading in, you'll be met with two options: "Create new map" or "Load existing map."

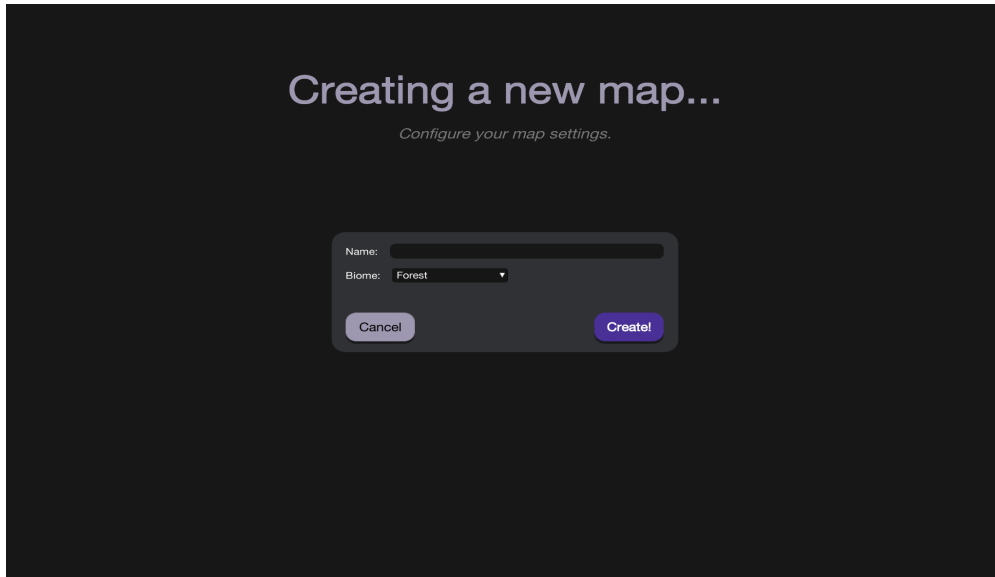


The *Lucidity* home screen.

Create New Map

You can start with creating a new map. Whether you are a frequent mapmaker, or just exploring *Lucidity*, it's great to start with the basics.

1. On the Lucidity main screen, click **Create new map**.
2. In the **Name** text box, enter the desired (file) name of the map.
3. In the **Biome** dropdown, select the desired biome of the map.
4. When finished, click **Create!**.
5. In the file dialog menu, select the directory for the map file to be saved, and click **Select**. To return to the previous screen to make edits, click **Cancel**.



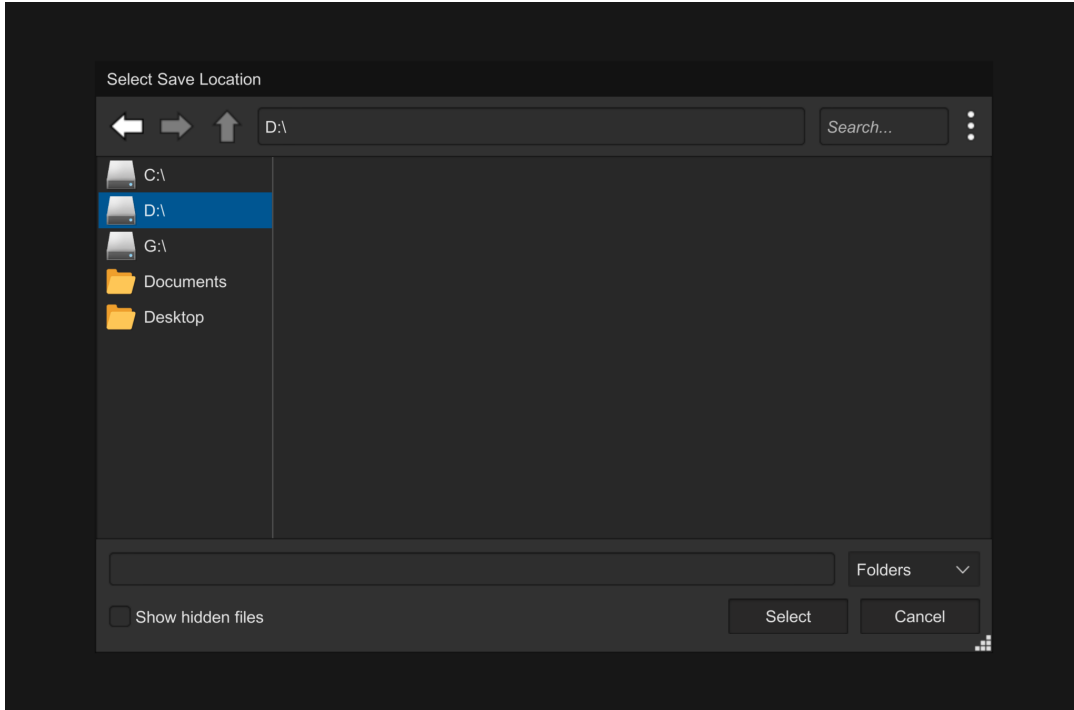
The *Lucidity* map creation screen.

Load Existing Map

If you thought creating a map was simple, loading a map is even simpler, and can be done in two simple steps.

1. On the Lucidity main screen, click **Load existing map**.
2. In the dialog file menu, select the desired JSON (.json) file corresponding to a valid *Lucidity* map, and click **Select**. To return to the previous screen, click **Cancel**.

Note: if an invalid JSON file is loaded, a new map will be created. Importantly, this new map will have the selected file path, and may overwrite data in that file.

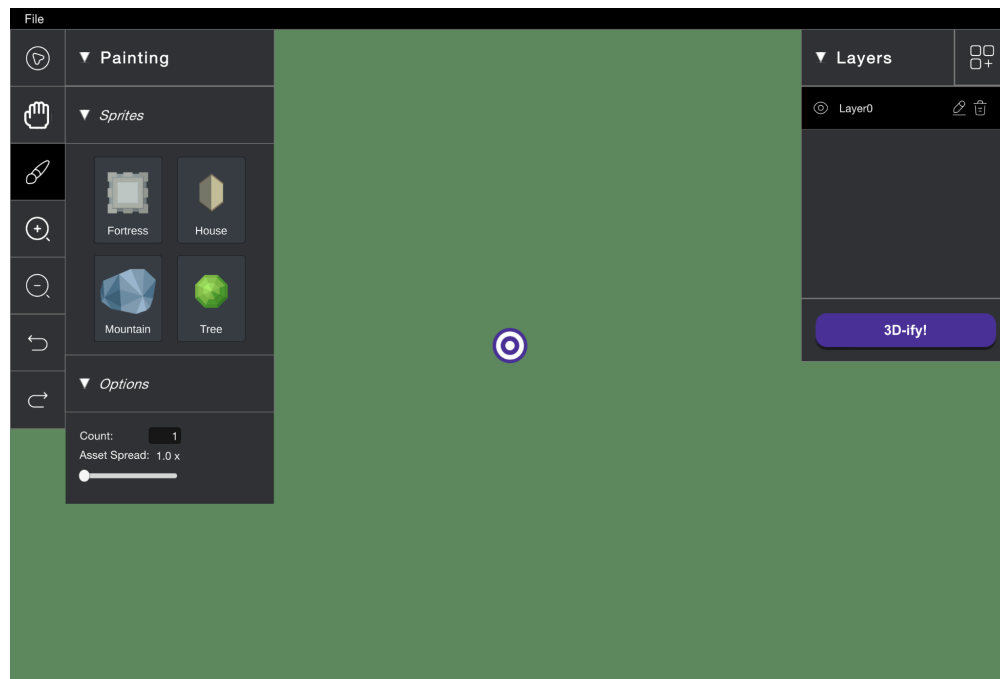


The *Lucidity* file dialog menu.

Next: [Map Editor](#)

Map Editor

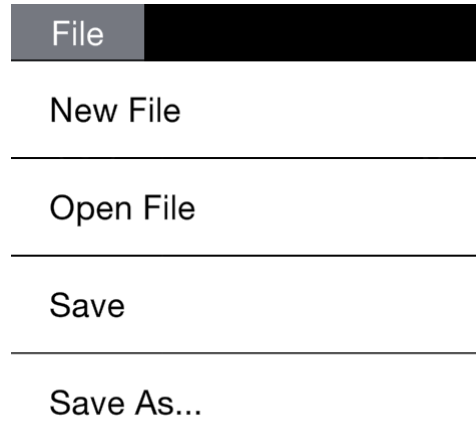
The map editor, or simply editor, is the primary component of *Lucidity* that allows anyone to create a map from their imagination. It allows creators to place and modify different built-in structures like trees and houses. The editor itself is designed to be simple, and takes inspiration from other applications for those sweet, transferable skills.



A newly created *Lucidity* map in the editor.

File Menu

The file menu can be found at the top-left of the editor screen, and is going to be home to some useful functions. The file menu can be opened by clicking **File**, which will bring up a menu with four options:



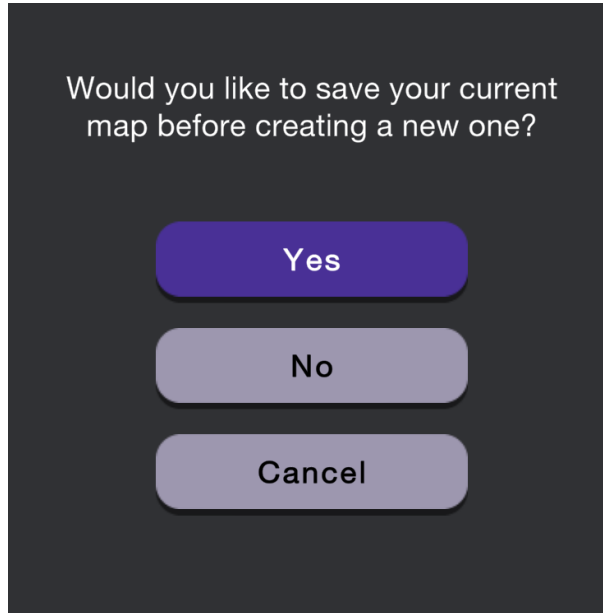
The expanded editor file menu.

New File

Probably the case if you've messed up a map beyond repair and need to start fresh, or just want to pop open a fresh map without restarting *Lucidity*. From within a map, a new map can be created. Clicking **New File** will prompt you to save or discard the current map. Clicking **Yes** will save any changes made to the map, whereas clicking **No** will discard any changes made to the map. Either option will redirect you to the [Create New Map](#) step. Clicking **Cancel** will instead close the prompt and return to the current map.

Open File

If maybe you've loaded up the wrong map, fear not! From within a map, a pre-existing map can be opened. Clicking **Open File** will prompt you to save or discard the current map. Clicking **Yes** will save any changes made to the map, whereas clicking **No** will discard any changes made to the map. Either option will redirect you to the [Create New Map](#) step. Clicking **Cancel** will instead close the prompt and return to the current map.



The save prompt when either creating or opening a map from the editor.

Save

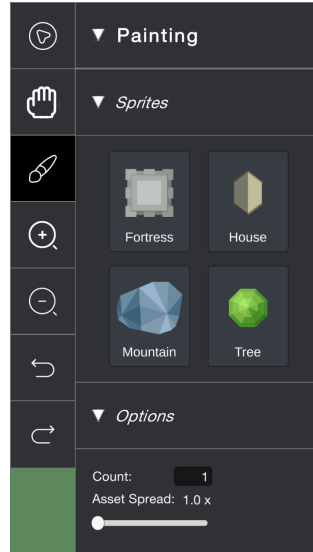
Maybe you're preparing to send out your new map. Maybe you're worried your computer will crash suddenly. Maybe you're too used to losing hours of work in an instant. Whatever the reason, you will probably want to save your map. Clicking **Save** will save any changes recently made to the map, at the previously specified file location. A successful save is indicated at the top-right of the screen with the text **Saved!**.

Save As...

If you want to save your map into a new file, you can do so using this feature. Clicking **Save As...** will prompt you with a new file dialog menu (like the one seen in [Create New Map](#)). A new file location can be specified to save the new revision, keeping any older, outdated but possibly useful copies of the map.

Painting

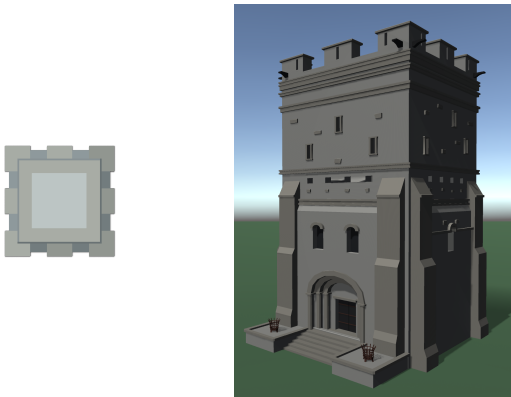
The next step after creating a map is being able to place the various structures offered in *Lucidity* to recreate the constructs of your creativity. Indicated by a paintbrush symbol, the Painting tool must be selected in the left-most toolbar to enter Painting mode.



The Painting menu found on the left side when in Painting mode.

Sprites

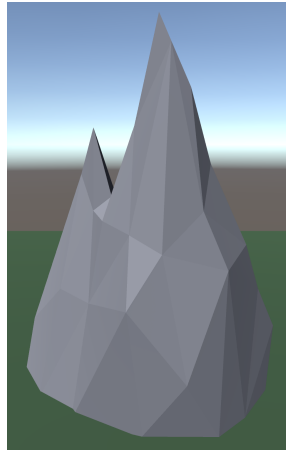
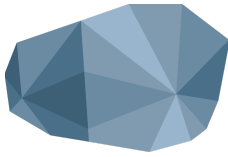
There are several structures offered in *Lucidity* (with more to come!). Each of these structures come in a package with both a 2D sprite, and a 3D asset. Freely use any of the 2D sprites in the editor, and its position, size, and orientation will be reflected in a 3D conversion of your *Lucidity* map!



Fortress sprite and asset.



House sprite and asset.



Mountain sprite and asset.

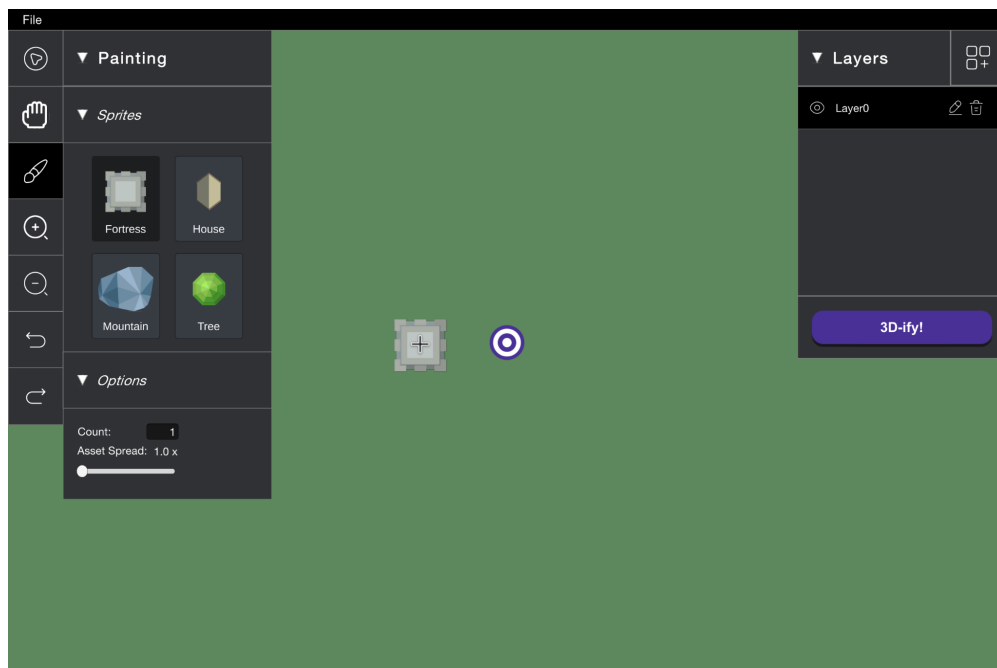


Tree sprite and asset.

All available sprites can be found in the Painting menu, under the **Sprites** tab. A sprite can be selected by clicking the button corresponding to the desired sprite, changing your current sprite to the one chosen.

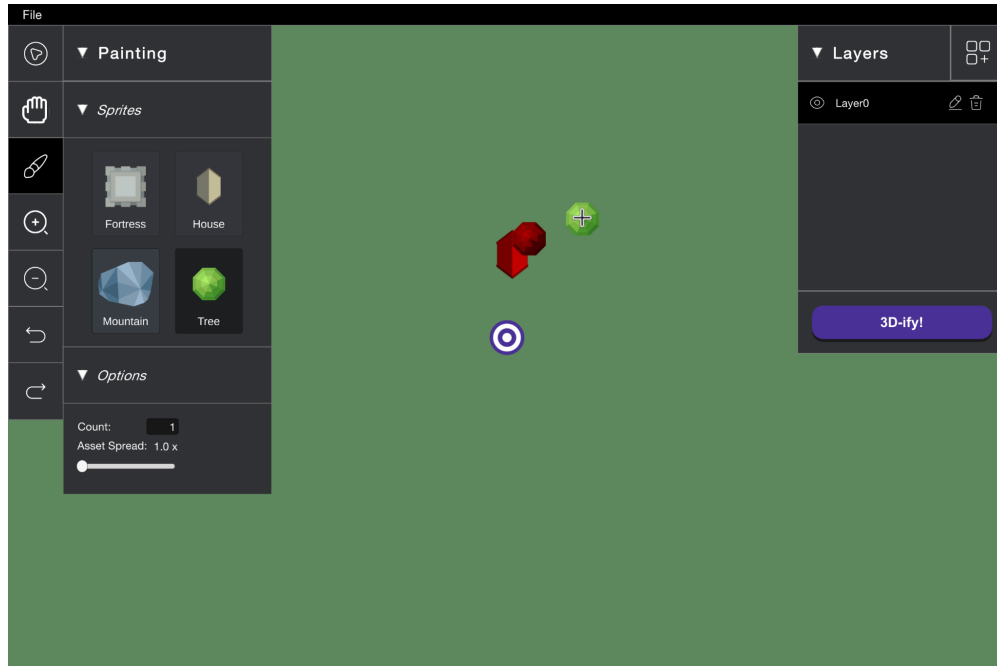
Brush

In the editor with any of the sprites selected, your cursor will now become a brush. You should see an image of the sprite wherever your cursor is to show where the sprite would be placed. The brush can be clicked or even dragged to place assets, either at the point you clicked or along the path you dragged across.



Example: selected fortress sprite is reflected in the brush.

When attempting to place sprites, it is possible that you may run into issues. How do you think a tree could be placed in the same place as a house? Oh right, it can't. Invalid placements will be indicated by showing both the placed sprite and the attempted placement as red.



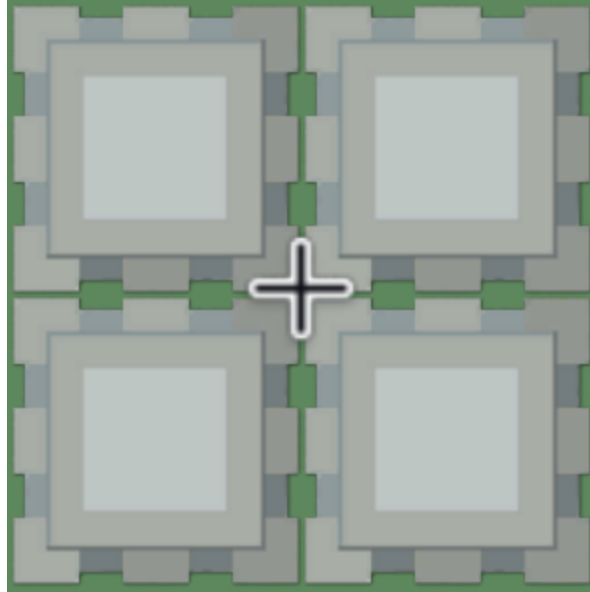
Example: an invalid placement of a tree on a house.

Options

Making maps can be a little tedious sometimes. It could be because of precise placement. Maybe you've got to place hundreds, maybe thousands of sprites on the map. There are some options that can be applied to the brush to make your life just a little bit easier. All of these options can be found in the Painting menu, under the **Options** tab.

Count

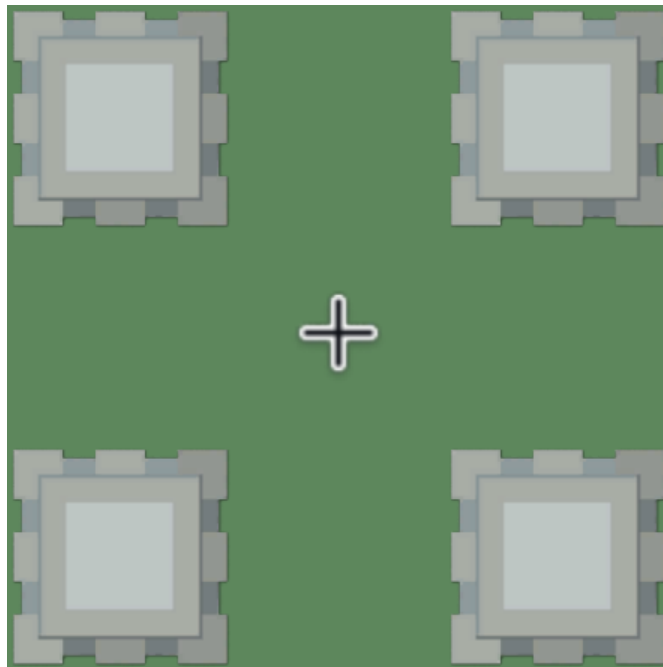
The **Count** input box allows you to change how many assets would be placed at a time. Combined with the ability to drag the brush, you can place plenty of identical structures in a short amount of time.



Example: a brush with a count of 4.

Asset Spread

The **Asset Spread** slider allows you to change the amount of space between assets placed, represented as a multiplier of the sprite's size. This will increase the size of the brush, while also maximizing the space between all the sprites in your brush. If you wanted to make a dense forest, or one with enough walking room, you can do it all using this option.



Example: a brush with a count of 4 and a spread of 1.5x.

Random Placement

The **Random Placement** toggle is used for those cases where you want to reduce the randomness of all those sprites you will be placing. With the toggle on, your brush places sprites in a consistent top-to-bottom, left-to-right approach. On the other hand, with the toggle off, your brush places sprites in a random arrangement, only making sure to place the correct number.



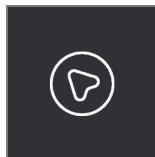
Example: a brush with a count of 5 and random placement disabled.



Example: a brush with a count of 5 and random placement enabled.

Tools

Besides painting, there are plenty of other tools that you can use in the editor, also accessible in the left-most toolbar. You've probably seen similar tools in a number of other software, but a summary of them is as follows:



The Selection tool.



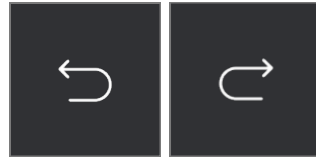
The Panning tool.



The Painting tool.



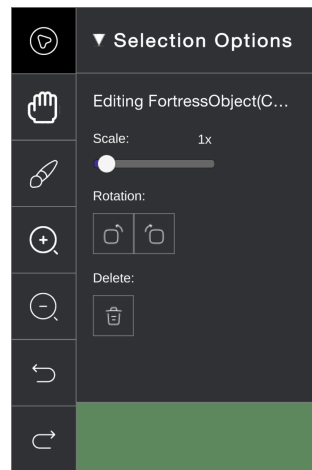
The Zoom tools.



The Undo/Redo tools.

Selection

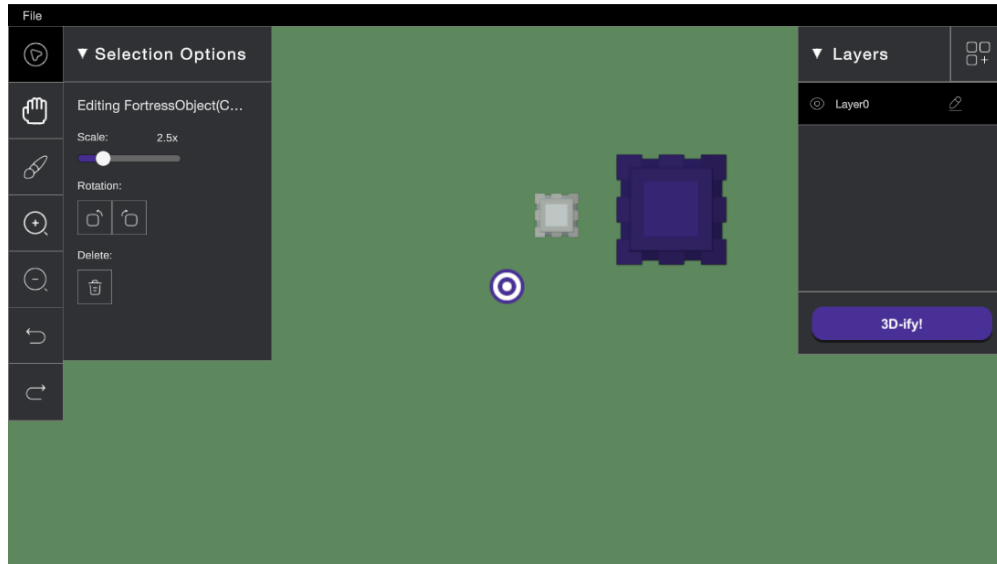
Sometimes you may not like the look of a sprite after you place it down. Clicking the **Selection** button indicated by the cursor, you will enter Selection mode, and bring up the Selection. While in Selection mode, it becomes possible to select any placed sprite and modify it in several ways, namely by scale, rotation, and its existence.



The Selection menu found on the left side when in Selection mode.

Scale

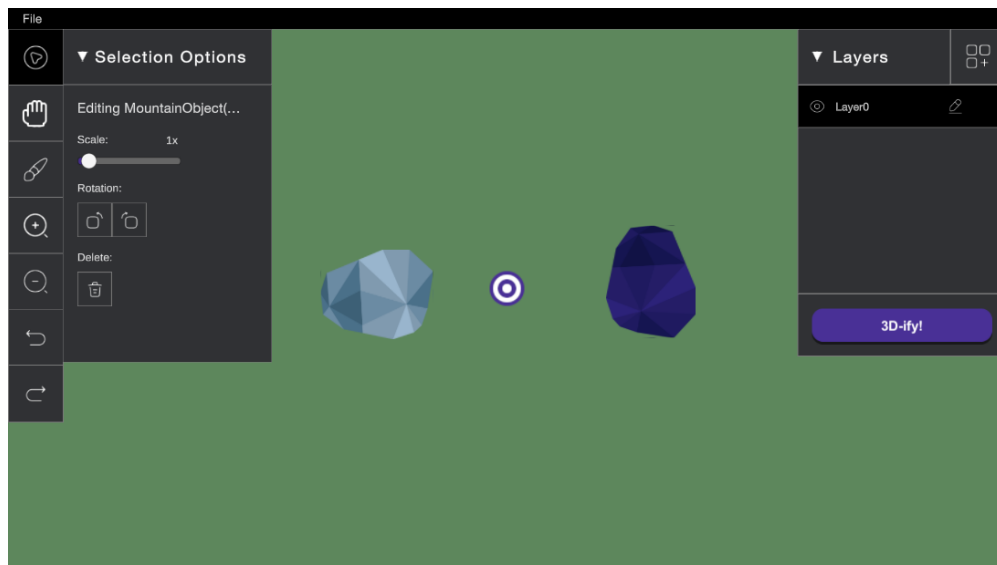
The **Scale** slider allows you to change the size of a selected sprite placed on the map, to make that house the perfect size for a dwarf or a mountain the size of Everest.



Example: increasing the scale of a fortress sprite to 2.5x.

Rotation

The **Rotation** buttons allow you to rotate a selected sprite placed on the map, both clockwise and counterclockwise by 45 degrees.



Example: rotating a mountain sprite 90 degrees clockwise.

Delete

This feature should be fairly self-explanatory. With a selected object, the **Delete** button allows you to remove the sprite from the map.

Pan

Building large, expansive maps sometimes means that what you can see on your screen just isn't enough. Clicking the **Pan** button indicated by a hand puts you into Panning mode. Here, clicking and dragging your mouse allows you to pull the camera around the large map. If you thought you ran out of space to keep making your map, you probably didn't.

Zoom

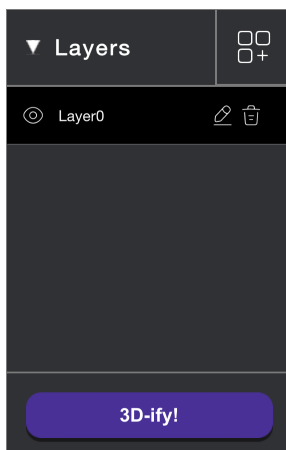
Being an architect can be tough, and one such reason can be due to needing to be precise. Sometimes, you may require zooming in and out. Clicking either **Zoom** button indicated by magnifying glasses puts you into Zoom mode. Using the **Zoom In** button, each mouse click will consequently zoom you closer into the map. Using the **Zoom Out** button, each mouse click will consequently zoom you farther from the map. These can be useful for when you need to get those precise sprite placements.

Undo/Redo

Everyone makes mistakes. Many also make mistakes about these mistakes. The **Undo** and **Redo** buttons function as you may find in virtually any other application. Any action taken in *Lucidity* can be undone if it was done incorrectly. If you happen to realize it was indeed correct, the actions can also be redone.

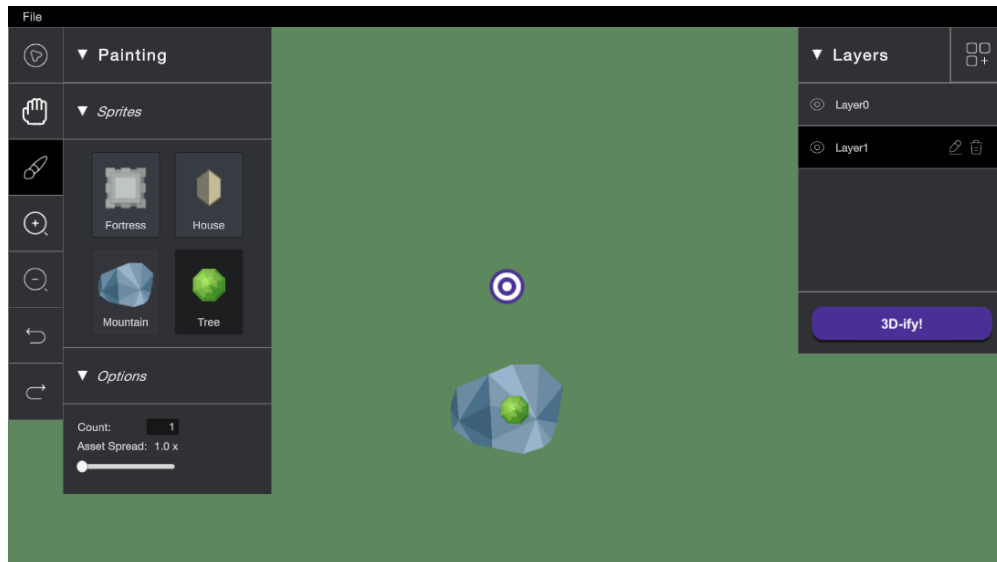
Layers

Staying organized when making anything complex is always crucial. Layers help you to stay organized, being able to group the sprites you place. Moreover, this can also provide different functionality, like stacking certain sprites. The Layer menu can be found on the right side of the editor. The currently selected layer is highlighted, indicating to you which layer new sprites will be placed on.

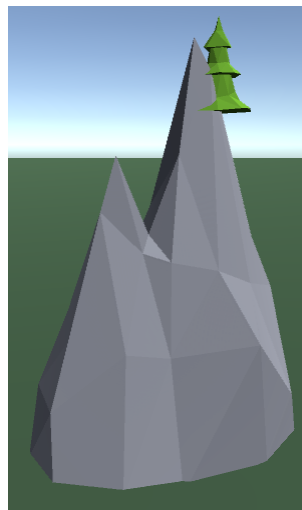


The Layer menu found on the right side.

Using layers introduces a hierarchy that can be used to stack certain sprites. Currently, trees are able to be placed on top of mountains on a lower layer. This is just one of the few possibilities of *Lucidity* to make your maps reach that next level.



Example: tree sprite placed on top of a mountain sprite by using layers.



Example: 3D-ify a tree sprite on top of a mountain sprite.

Add Layer

To add a new layer onto what already exists, click the **Add Layer** button at the top right of the Layers menu. This will append a new layer to the list (building downwards in the list of layers). Its name will also indicate the number of the layer.

Visibility

The massive forest you made in the background a little too distracting? On each layer is a clickable **Visibility** button indicated by an eye. The visibility of each layer can be toggled on or off, either showing or hiding the sprites from your view.

Rename

If you're already using layers to organize your map, you should probably also give your layers appropriate names. Each layer can be renamed by clicking the **Rename** button indicated by a pencil. Feel free to rename your layers to indicate what you have on it, or feel free to leave it as it is.

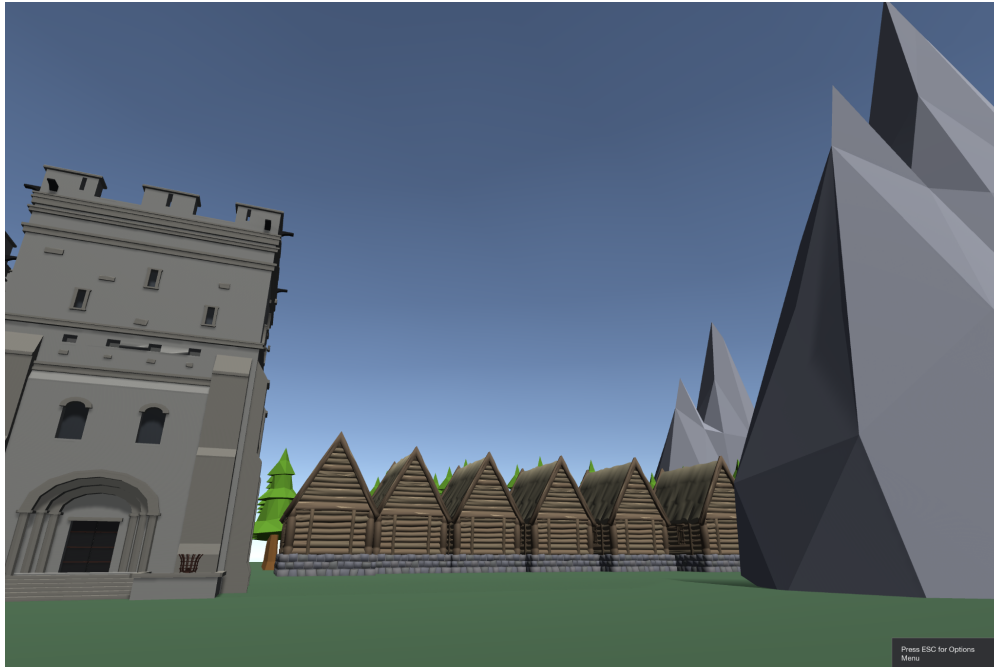
Delete

The **Delete** button indicated by a trash can can be found in most applications, and has a universal purpose. Use this tool to completely remove a layer, deleting each of its sprites in the process.

Next: [3D-ify](#)

3D-ify

With your finalized map, you are now ready to convert it to a more comprehensive 3D version. This can be done by clicking the **3D-ify!** button at the bottom of the Layer menu. In doing so, you will be transported into the 3D world, and able to navigate around a replica of the 2D map.



Example: a map converted into 3D.

Controls

While in this 3D realm, you can look around by moving your mouse and you can move around with the following control scheme:

- W - forward
- A - left
- S - backward
- D - right

Walk around the generated world and interact with the different structures. Real physics will be applied, and you won't be able to do anything like walk through walls, unless you...

Noclip

With the **Noclip** option on, you will be able to defy all notions of physics. Continuing from before, you will be able to clip freely through any and all structures on the map. Importantly, you also gain the ability of flight! This introduces two new controls:

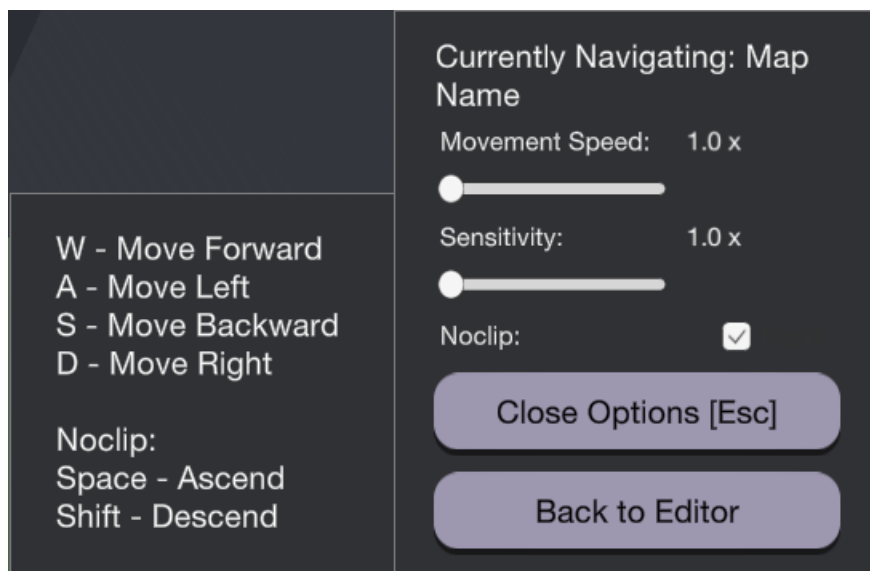
- SPACE - ascend

[LEFT/RIGHT] SHIFT - descend

Whether you want to pretend you're on the highest peak, or just get a birds-eye view, using the Noclip feature may prove to be very useful in describing your narrative.

Options

While in the 3D world, you may find that it may not feel to your liking. Maybe you're used to first-person video games and like a different sensitivity. Maybe you want to fly around freely rather than be restricted to the ground. There are several options that can be tweaked to your liking.



The Options menu found on the bottom-right.

Movement Speed

The **Movement Speed** slider allows you to either continue moving at a normal speed, or zoom across the map. If you feel that walking around in the 3D world is too slow, bump up the speed a little bit and you'll see change in a flash.

Sensitivity

The **Sensitivity** slider will help you feel less sluggish when moving your mouse or trackpad around the screen. Tweak it as you see fit, making sure you can fully immerse yourself in the 3D experience.

Noclip

As mentioned in the [Controls](#), the **Noclip** toggle will allow you to move freely through the map, ignoring physics like gravity and colliding with objects. Use this to gain more freedom during 3D exploration.

Back to Editor

Clicking the **Back to Editor** button will return you to the editor, with all of your progress retained. Continue to make edits to your map, 3D-ifying until *Lucidity* satisfies your imagination!