

SectorMaker

SectorMaker

Version 1.0

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<http://naasirka.weebly.com>

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Introduction

SectorMaker is a game aid for Far Future Enterprises' **TRAVELLER**⁵[™] role-playing game that facilitates the creation of sector star charts with subsector names, world details, political allegiances and borders, and trade and communication routes.

Sector, subsector, and world maps, and map printing, is made possible by the use of Joshua Bell's POSTER API at the Traveller Map website, <http://travellermap.com>. A big thank you to Joshua for providing this great resource for Traveller fans.

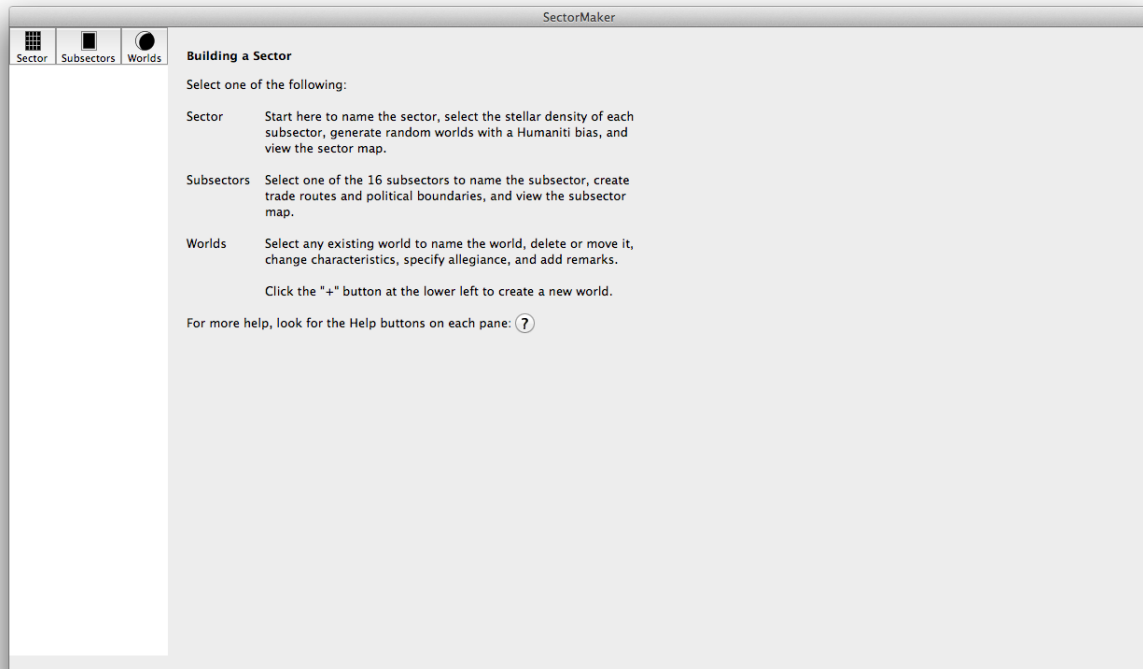
SectorMaker star generation and world creation features follow the rules in the *Charting the Stars* chapter of the **TRAVELLER**⁵ Core Rules, copyright 2013 Far Future Enterprises.

Requirements for using *SectorMaker* are a Macintosh computer running OS X 10.7 or later. Viewing and printing maps requires an active internet connection.

Corrections, comments, and correspondence can be sent to the author, Art Gorski, via GeekMail to agorski at <http://rpggeek.com/> or via a Private Message to agorski at the Citizens of the Imperium forums at <http://www.travellerrpg.com/CotI/Discuss/index.php>, or via the *Contact Form* at <http://naasirka.weebly.com/>.

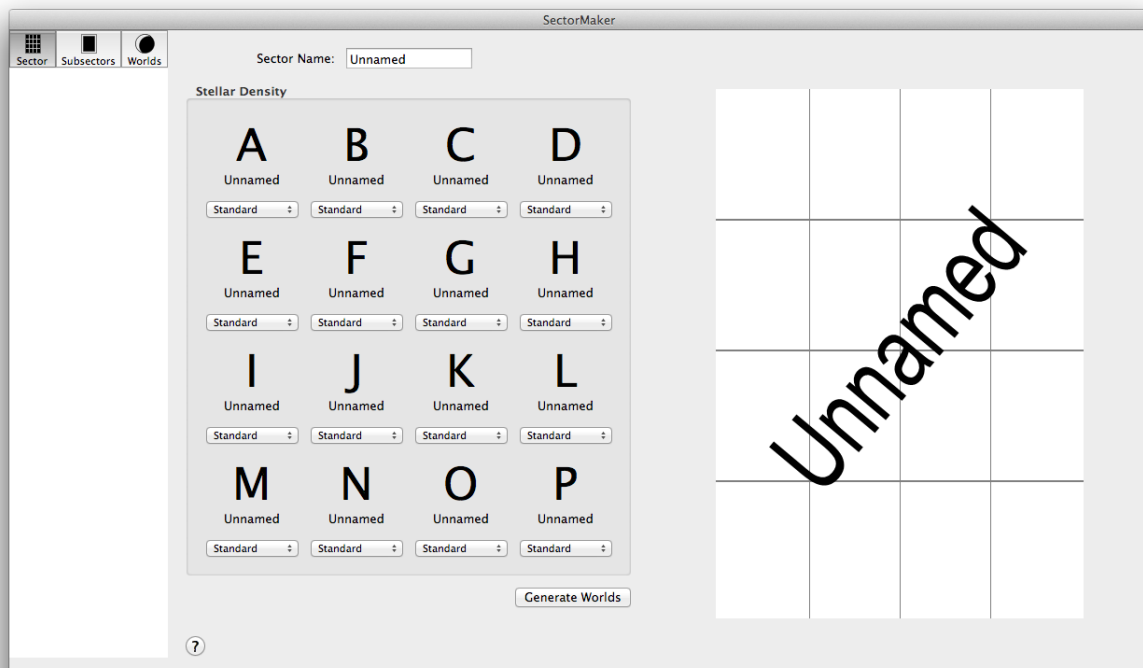
Using SectorMaker

Upon launching *SectorMaker*, a single window is opened with Sector, Subsectors, and Worlds buttons at the upper left, a blank sidebar below the buttons on the left, and some basic information on using the program displayed on the right.



The Sector Pane

Pressing the Sector button displays the Sector pane. The Sector button highlights to show this selection.



The Sector Pane (continued)

The Sector Pane displays the Sector Name, a representation of the 16 subsectors with names and stellar densities, and a sector overview map.

Naming the Sector

To change the name of the sector, enter the desired name in the Sector Name field and press Return. The sector overview map will update to show the new name.

Setting Stellar Densities

Stellar Density determines the odds that any given hex will contain a world as defined in the *Core Rules*. *SectorMaker* allows a different stellar density selection for each of the 16 subsectors in a sector. The default Standard setting is compatible with the rules of Classic Traveller.

Use the pull-down menus for each subsector to specify a stellar density for that subsector.

Generating Random Worlds

Note that if worlds have already been individually created as described later in this document that generating random worlds may cause location conflicts. It is therefore advisable to only use this feature if no worlds already exist.

Press the Generate Worlds button to create random worlds for the entire sector. The probability that a given hex will contain a world is determined by the stellar density settings. Each world is created with a full set of characteristics as defined in the *Core Rules*.

The sector overview map will update to show the location of all worlds generated and the button caption will change to Delete Worlds.

Deleting All Worlds

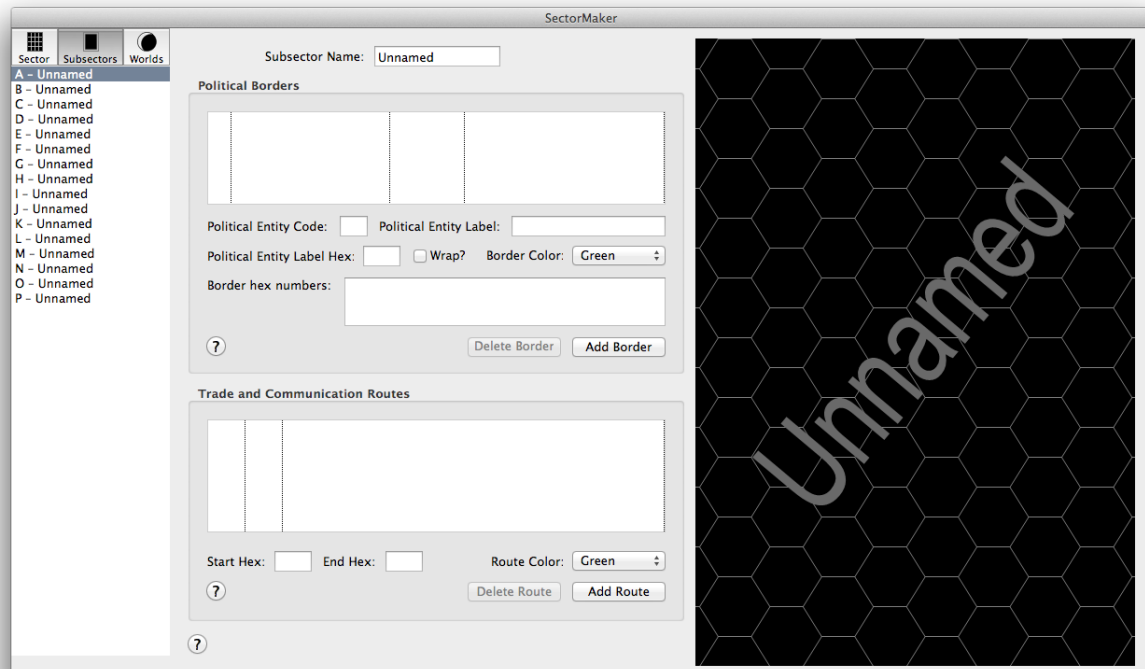
This feature is available if worlds have been created using the Generate Worlds button.

Press the Delete Worlds button to delete all worlds for the entire sector. There is no warning and the action is completed immediately.

The sector overview map will update to show that no worlds exist and the button caption will change to Generate Worlds.

The Subsector Pane

Pressing the Subsectors button displays the Subsector pane. The Subsectors button highlights to show this selection.



The Subsector Pane displays a list of all 16 subsectors in the left sidebar. For the selected subsector in the sidebar the Subsector Name and a subsector map are displayed.

Political Borders and Trade and Communication Routes that have been defined are displayed in lists. These sections of the pane do not change if a different subsector is selected in the sidebar.

Naming Subsectors

To change the name of a subsector, select the desired subsector from the list in the sidebar, enter the desired name in the Subsector Name field, and press Return. The highlighted subsector in the sidebar and the subsector map will update to show the new name.

Political Borders

A political border is an area of the hex map surrounded by a colored border which includes a political entity name which can be centered on any hex and optionally wrapped onto multiple lines of text.

Adding a New Political Border

- Enter a 2-letter allegiance code in the Political Entity Code field. By convention, the first character is usually capitalized and the second is usually lowercase. The following standard allegiance codes are included in the program to start: As, Cs, Dr, Hv, Im, Kk, Na, So, Va, and Zh. A new code will be remembered by the program and can be used with worlds as described later in this document.
- If the allegiance code is already known by the program, the Political Entity Label field will automatically update to show the label that will be displayed on the map. For example, “Zh” will display “Zhodani Consulate.” If a new allegiance code is specified, then enter a text name for the political entity (AKA allegiance) in the Political Entity Label field. This label will be remembered by the program and associated with the code in the Political Entity Code field. Whenever a code is displayed and the label field is changed, the new label will be assigned to that code.
- Enter a valid 4-digit sector hex number in the Political Entity Label Hex field. The label shown in the Political Entity Label field will be displayed on the map centered on this hex location.
- Select the Wrap? checkbox if the label should be displayed on more than one line rather than all on one line.
- Select any color from the Border Color menu. This will be the color used for the border on the map.
- Enter a string of consecutive sector hex numbers, separated by spaces, in the Border Hex Numbers field. Each hex is a border hex just inside the border. Start with the lowest-numbered hex in the lowest-numbered column and proceed clockwise until back at the start. Hex numbers can be in the range 0000-3341, to allow the border to extend out of the sector.
- Press the Add Border button to create the border. The new border will be added to the political borders list and, if visible in the current subsector, the subsector map will update to display the border and label.

Modifying an Existing Political Border

- Select an existing border in the political borders list. The political borders fields are populated with the existing border’s data and the Add Border button caption changes to Update.
- Change any data desired in the political borders fields, checkbox, and menu.
- Press the Update button to modify the existing border in the political borders list. If visible in the current subsector, the subsector map will update to display the changes. The button caption changes to Add Border.

Deleting an Existing Political Border

- Select an existing border in the political borders list. The political borders fields are populated with the existing border's data and the Delete Border button is enabled.
- Press the Delete Border button to remove the existing border from the political borders list. If visible in the current subsector, the subsector map will update to display the changes. The Delete Border button is disabled.

Trade and Communication Routes

Trade and communication routes are made up of individual legs that each connect 2 worlds with a colored line. Each leg is limited in length to a reasonable jump distance. A long distance route consists of multiple legs of the same color connected together in a linear fashion.

Adding a New Route

- Enter a valid 4-digit sector hex number in the Start Hex field. The hex number can be in the range 0000-3341 to allow the route to extend out of the sector.
- Enter a valid 4-digit sector hex number in the End Hex field. The hex number can be in the range 0000-3341 to allow the route to extend out of the sector.
- Select any color from the Route Color menu. This will be the color used for the route on the map.
- Press the Add Route button to create the route. The new route will be added to the trade and communications routes list and, if visible in the current subsector, the subsector map will update to display the route.

Modifying an Existing Route

- Select an existing route in the trade and communications routes list. The route fields are populated with the existing route's data and the Add Route button caption changes to Update.
- Change any data desired in the Start Hex and End Hex fields and the Route Color menu.
- Press the Update button to modify the existing route in the trade and communications routes list. If visible in the current subsector, the subsector map will update to display the changes. The button caption changes to Add Route.

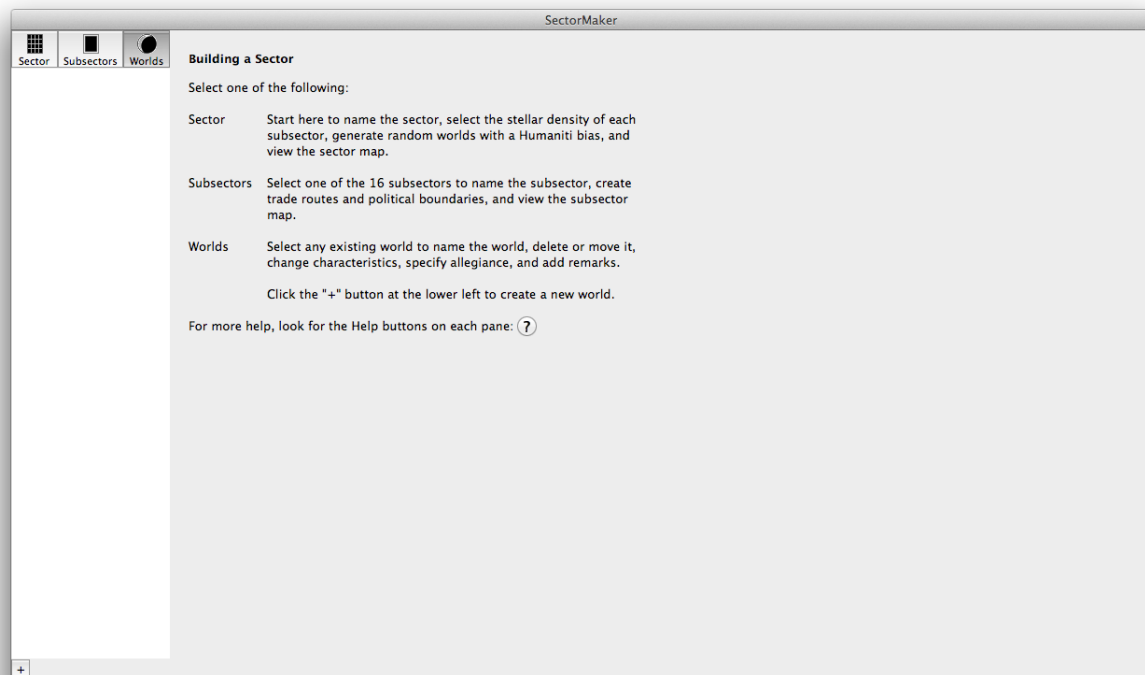
Deleting an Existing Route

- Select an existing route in the trade and communications routes list. The route fields are populated with the existing route's data and the Delete Route button is enabled.

- Press the Delete Route button to remove the existing route from the trade and communications routes list. If visible in the current subsector, the subsector map will update to display the changes. The Delete Route button is disabled.

The World Pane

Pressing the Worlds button displays the World pane. The Worlds button highlights to show this selection.



If no worlds exist yet, the World pane looks almost identical to the startup window except that the Worlds button is highlighted and a “+” button exists in the lower left corner of the window.

If at least one world exists, the World pane displays detailed information on the selected world.

The screenshot shows the SectorMaker application window. On the left, the 'Worlds' pane lists 37 worlds, all named 'Unnamed', with hex codes ranging from 0101 to 0307. The world '0101 Unnamed' is selected. The main area displays the 'World Data' for this world. The data is organized into several sections: 'Basic World Data', 'Importance Extension', 'Economic Extension', 'Cultural Extension', 'Trade Codes and Remarks', and 'Extended World Data'. The 'Basic World Data' section includes fields for Sector Hex (0101), Subsector Hex (0101), Subsector (A), Name (Unnamed), Allegiance (None), Starport (C - Routine), Size (3 - 3000 mile diameter), Atmosphere (5 - Thin), Hydrographics (8 - 80% Water), Population (2 - Hundreds), Government (2 - Participating Democracy), Law Level (0 - No Prohibitions), Tech Level (7 - 1975 AD), Bases (None), Trav Zone (G - Green), and Gas Giants (1). The 'Importance Extension' section shows Importance (-2). The 'Economic Extension' section shows Resources (4), Labor (1), Infrastructure (0), and Efficiency (-1). The 'Cultural Extension' section shows Homogeneity (1), Acceptance (1), Strangeness (5), and Symbols (7). The 'Trade Codes and Remarks' section shows a trade code 'Lo' for 'Low Population' and an 'Add Remark' field. The 'Extended World Data' section shows Habitable Zone Variance (0, Temperate), Mainworld Orbit (6), Mainworld Type (Planet), Native Status (Transients), Population Multiplier (5), and Planetoid Belts (0). A central graphic displays the world's hex code (0101), starport (C), and name (Unnamed).

Hex	Name	UWP	Remarks	{Ix}	(Ex)	[Cx]	N	B	Z	PBG	W	A	Stellar
0101	Unnamed	C358220-7	Lo	{ -2 }	(418-1)	[1157]	B	501	11	F1	V	G3	VI

Basic World Data

Sector Hex: 0101 Subsector Hex: 0101 Subsector: A

Name: Unnamed

Allegiance: - Name:

Starport: C - Routine

Size: 3 - 3000 mile diameter

Atmosphere: 5 - Thin

Hydrographics: 8 - 80% Water

Population: 2 - Hundreds

Government: 2 - Participating Democracy

Law Level: 0 - No Prohibitions

Tech Level: 7 - 1975 AD

Bases: None

Trav Zone: G - Green

Gas Giants: 1

Importance Extension

Importance: -2

Economic Extension

Resources: 4

Labor: 1

Infrastructure: 0

Efficiency: -1

Cultural Extension

Homogeneity: 1

Acceptance: 1

Strangeness: 5

Symbols: 7

Trade Codes and Remarks

Lo Low Population

Add Remark:

Extended World Data

Habitable Zone Variance: 0, Temperate

Mainworld Orbit: 6

Mainworld Type: Planet

Native Status: Transients

Population Multiplier: 5

Planetoid Belts: 0

Adding a New World

Press the “+” button at the lower left corner of the window to add a single new world to the sector.

SectorMaker

Hex	Name	UWP	Remarks	{Ix}	(Ex)	[Cx]	N	B	Z	PBG	W	A	Stellar
0000	Unnamed	A8BA622-B	FL NI Ho	{ 1 }	(C54+3)	[577G]	B	N	232	15	G6	V	

Basic World Data

Sector Hex: 0000 Subsector Hex: ---- Subsector: -

Name: Unnamed

Allegiance: - Name:

Starport: A - Excellent

Size: 8 - 8000 mile diameter

Atmosphere: B - Corrosive

Hydrographics: A - Water World

Population: 6 - Millions

Government: 2 - Participating Democracy

Law Level: 2 - No "portable" weapons

Tech Level: B - Imperial Average circa 0

Bases: N - Naval Base

Trav Zone: G - Green

Gas Giants: 2

Importance Extension

Importance: 1

Economic Extension

Resources: 12

Labor: 5

Infrastructure: 4

Efficiency: +3

Cultural Extension

Homogeneity: 5

Acceptance: 7

Strangeness: 7

Symbols: 16

Trade Codes and Remarks

FI Fluid

NI Non-Industrial

HO Hot

Add Remark:

Extended World Data

Habitable Zone Variance: -1, Hot

Mainworld Orbit: 2

Mainworld Type: Planet

Native Status: Settlers

Population Multiplier: 2

Planetoid Belts: 3

Note that the world map is blank until a Sector Hex is assigned to the new world.

SectorMaker

Hex	Name	UWP	Remarks	{Ix}	(Ex)	[Cx]	N	B	Z	PBG	W	A	Stellar
0101	Unnamed	A8BA622-B	FL NI Ho	{ 1 }	(C54+3)	[577G]	B	N	232	15	G6	V	

Basic World Data

Sector Hex: 0101 Subsector Hex: 0101 Subsector: A

Name: Unnamed

Allegiance: - Name:

Starport: A - Excellent

Size: 8 - 8000 mile diameter

Atmosphere: B - Corrosive

Hydrographics: A - Water World

Population: 6 - Millions

Government: 2 - Participating Democracy

Law Level: 2 - No "portable" weapons

Tech Level: B - Imperial Average circa 0

Bases: N - Naval Base

Trav Zone: G - Green

Gas Giants: 2

Importance Extension

Importance: 1

Economic Extension

Resources: 12

Labor: 5

Infrastructure: 4

Efficiency: +3

Cultural Extension

Homogeneity: 5

Acceptance: 7

Strangeness: 7

Symbols: 16

Trade Codes and Remarks

FI Fluid

NI Non-Industrial

HO Hot

Add Remark:

Extended World Data

Habitable Zone Variance: -1, Hot

Mainworld Orbit: 2

Mainworld Type: Planet

Native Status: Settlers

Population Multiplier: 2

Planetoid Belts: 3

Enter a valid 4-digit sector hex number in the Sector Hex field. The hex number must be in the range 0101-3240.

Once a valid sector hex is assigned, the subsector hex, subsector information, and the Second Survey data string at the top of the window is updated and the world map becomes active.

Switching to the Subsector Pane and selecting the correct subsector will show the new world on the subsector map.

Switching to the Sector Pane will show the new world on the sector overview map.

Deleting a World

To delete a world, select the desired world from the list in the sidebar and press the Delete World button at the upper right corner of the window. The highlighted world is removed from the sidebar.

Naming Worlds

To change the name of a world, select the desired world from the list in the sidebar, enter the desired name in the Name field, and press Return. The highlighted world in the sidebar, the Second Survey data string at the top of the window, and the world map will update to show the new name.

Assigning an Allegiance to a World

Political allegiance for a world is optional. If the entire sector consists of worlds with the same allegiance, then there may be no need to assign an allegiance to each individual world.

Enter a 2-letter allegiance code in the Allegiance field. By convention, the first character is usually capitalized and the second is usually lowercase. The following standard allegiance codes are included in the program to start: As, Cs, Dr, Hv, Im, Kk, Na, So, Va, and Zh. A new code will be remembered by the program and can be used, once defined, for other worlds and for the political entity of a political border.

If the allegiance code is already known by the program, the allegiance Name field will automatically update to show the label corresponding to that code. For example, "Zh" will display "Zhodani Consulate." If a new allegiance code is specified, then enter a text name for the allegiance in the allegiance Name field. This label will be remembered by the program and associated with the code in the Allegiance field. Whenever a code is displayed and the allegiance Name field is changed, the new label will be assigned to that code for all worlds and borders using that code.

The Second Survey data string at the top of the window and the world map will update to show the new allegiance code.

Changing World Characteristics

When a world is created, characteristics are determined randomly according to the *Core Rules*. Some characteristics are a function of random die rolls, some use a random die roll modified by the value of one or more other characteristics, and some are completely determined by the value of other characteristics with no random factor at all. Therefore, when changing any characteristic, be aware that this may automatically change other “downstream” characteristics for the world and that a change may violate the restrictions on possible values allowed by “upstream” characteristics. The program does not attempt to keep track of all of these possible restrictions.

To change a characteristic for a world, select a new value from the pulldown menu for that characteristic.

Note that the contents of the Government and Bases pulldown menus may vary depending on the Allegiance specified for the world. The basic menu selections are as specified in the *Core Rules* but additional data from the Second Survey format as documented on the Traveller Map website have been added.

Trade Codes and Remarks

Trade Codes are automatically assigned based on the world’s characteristics and may not be added or deleted.

Remarks are manually assigned features of a world that may be freely added or deleted and that often include symbology on the world map.

Trade codes and remarks are displayed together in the Trade Codes and Remarks section of the window.

Adding a Remark

- Select a remark from the Add Remark pulldown menu. The menu selections are as specified in the *Core Rules* but additional remarks from the Second Survey format as documented on the Traveller Map website have been added. Note that only one type of Capital remark may be assigned to a world at any one time.
- The remark will be added to the trade codes and remarks list and the Second Survey data string at the top of the window will update to show the new remark code.
- If the remark includes map symbology, the world map will update to show the symbology.

Deleting a Remark

- Select a remark in the trade codes and remarks list. Trade codes are displayed in the list but may not be selected. The Delete Remark button is enabled.

- Press the Delete Remark button to remove the existing remark from the trade codes and remarks list and from the Second Survey data string at the top of the window. If the remark includes map symbology, the world map will update to remove the symbology. The Delete Remark button is disabled.

SectorMaker Menus

A number of additional features of *SectorMaker* are available as menu selections.

SectorMaker > About SectorMaker

Displays the About Box with copyright and version information.

File > Open Sector...

Displays the Open File dialog to allow selection of a *SectorMaker* .nsec file for loading a previously saved sector.

File > Save Sector...

Displays the Save File dialog to allow saving sector data as a *SectorMaker* .nsec file.

File > Export > Sector Data > T5 Column Delimited...

Displays the Save File dialog to allow saving sector data as text readable by other applications. The format definition can be found on the Traveller Map website. This format is easily human-readable but some data may be truncated.

File > Export > Sector Data > T5 Tab Delimited...

Displays the Save File dialog to allow saving sector data as text readable by other applications. The format definition can be found on the Traveller Map website. This format is less human-readable but does not truncate any data.

File > Export > Metadata...

Displays the Save File dialog to allow saving sector metadata (names, allegiances, borders, and routes) as text readable by other applications. This format is compatible with the Poster/POST Example page on the Traveller Map website.

File > Page Setup...

Displays a Page Setup dialog.

File > Print Subsector...

Displays a Print dialog to allow printing a printer-friendly version of the subsector currently selected in the Subsector Pane. The output can also be saved as a PDF or opened in Preview using standard OS X print dialog features.

Revision History

<i>Version</i>	<i>Date</i>	<i>Notes</i>
1.0	January, 2014	Initial Release. Compiled with Xojo 2013 Release 4.1.