

# Card Maker: Basic Project Setup

## *Setting up a Basic Project*

This process is not actually all that complex... but the instructions are long for the sake of new users.

See the main Card Maker documentation for further details.

## *Data Source Creation*

The first step to starting a new project is to create the data sources for all of the card types you need. Examples of different card types might be: characters, events, and ships. You would want to create a separate data source for each card type separately.

Data source files are plain text CSV files (comma separated). CSV files saved from Excel or Calc (OpenOffice) should both be functional. These contain all of the details of the individual cards of the various types you want to create. Do not waste your time entering in every card to begin with. The file can be modified later. Create a few entries to get an idea of how Card Maker works.

1. In Excel create columns for each type of element you will have on your cards. The first row should contain column names only. The column names will be used as a key for referencing the contents in Card Maker.

Note: The first column is always the number of a given card you want created. (the name is not important)

2. Create entries for cards by filling in each row. 1 row represents 1 card.

	A	B	C
1	Duplication	Title	Image
2		A Title	images/biohazard.png
3	10	Title 2	images/biohazard.png
4	5	Another Title!	images\pirate_jack_rackham.png
5	2	Last Title	images\invalid.png

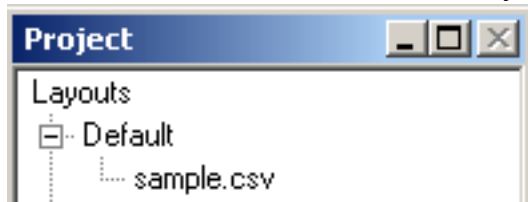
3. For card duplication enter the number of a given card you want in the first column. The "Duplication" column name is not important, so feel free to

name it as you see fit. A number is not required in this column, by default 1 of the given row will be created. 0 can be used to indicate the entire row should not be used.

4. Save the file as a CSV format file.
5. Repeat the process for all your card types.

## ***Project Creation***

1. Launch the Card Maker executable. By default a new project is created.
2. Click on the Default item in the Project window.
3. Right-Click on the Default item and select “Add Reference” to select one of the data source CSV files you created.



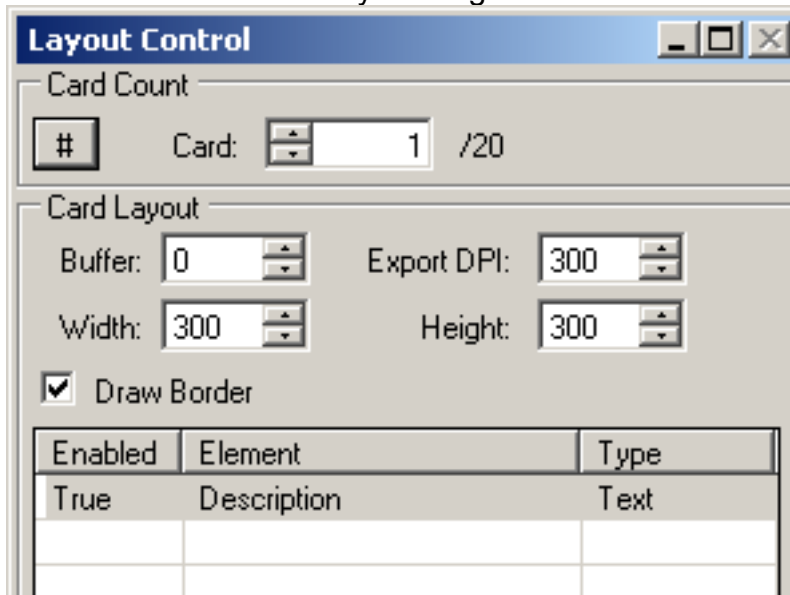
4. Rename the “Default” item to match the type of card you are creating. The name itself is just for reference. (click on the item and let the mouse sit for a moment, just like renaming a folder in windows explorer)
5. You can add additional Card Layouts by right-clicking on the Layouts Node and selecting “Add Card Layout.” Repeat the above process of adding references until each card type has its associated reference.

Note: While you can have more than one reference for a given card type, it is not recommended for this example.

## ***Layout Population***

1. Select one of the layouts in the Project window to begin editing.
2. The Layout and Element Control windows should be available for use now.

3. Add a new element by clicking the Add button in the Layout Control window. (Example of a newly added element in the image below) Select the new Element by clicking on it.

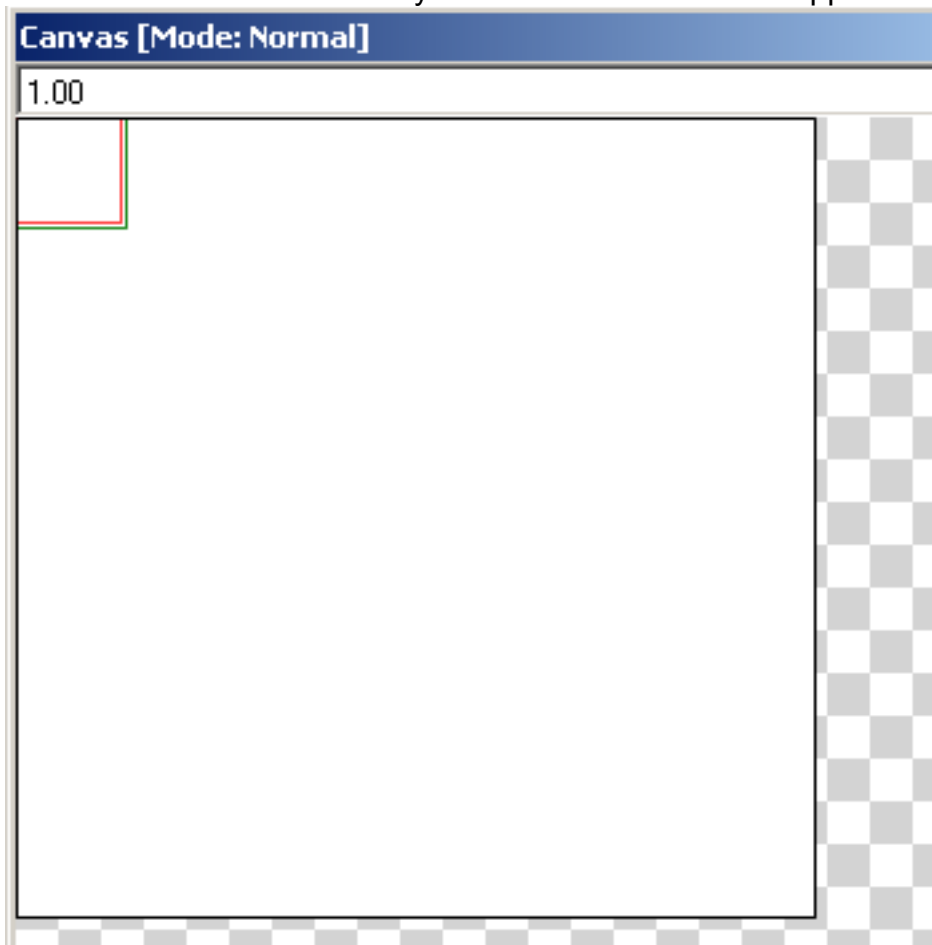


The screenshot shows the 'Layout Control' window with the following settings:

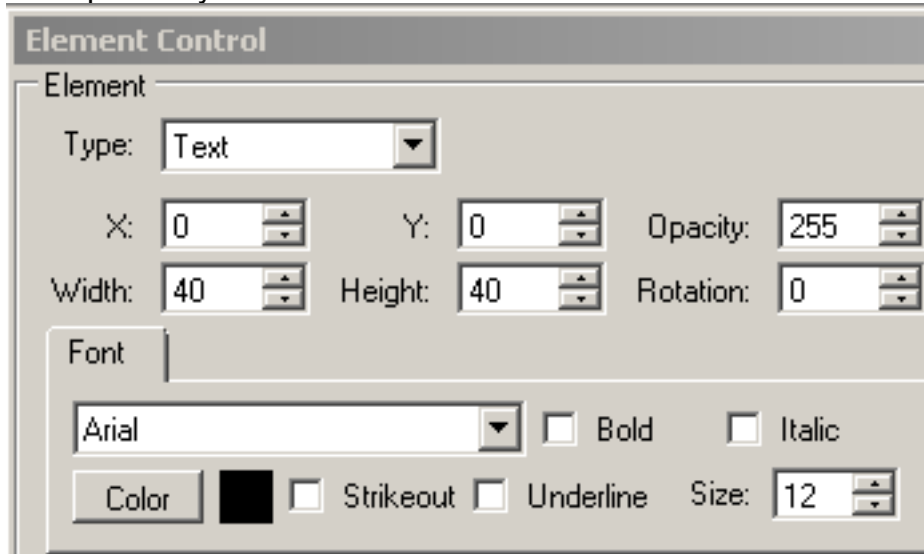
- Card Count:** A button with '#' and a spinner showing '1 /20'.
- Card Layout:**
  - Buffer: 0
  - Export DPI: 300
  - Width: 300
  - Height: 300
  - ☒ Draw Border
- Table:**

Enabled	Element	Type
True	Description	Text

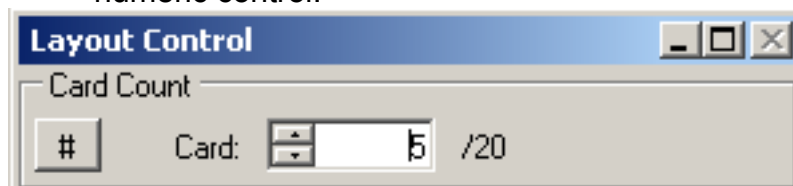
4. In the Canvas window you should see a new box appear.



5. Use the mouse to manipulate the item in the Canvas window. (the cursor should change based on the position over the element) You can more precisely tweak the element details in the Element Control window.



6. To associate the text from your data source with the Text element change the definition. By default the Element type is text and the definition field will apply the text to the element. To specify an element in the data source enter the following into the definition: **@[column\_name]** replacing column\_name with one of columns in the data source. You can mix this with other text too. For example: **This is: @[description]** would display "This is: " followed by the item from the data source for the current card.
7. With multiple elements the order they are drawn is from bottom to top (so the top most element is drawn on top). Use the up and down buttons in the Layout Control window to move the elements.
8. To change the card index use the Layout Control window's Card Count numeric control.



## Conclusion

This should be enough guidance to get an idea of how to perform the basic setup of a project... (though certainly not all the details you may want!)