

Using Openoffice.org 1.1.1 to make Custom Mage Knight Dials in 10 Easy Steps

Step 1.

Download one of the MK dial templates, BasicDial_00.sxd and/or MK2Dial_00.sxd, and download and install the MageKnight2 font, mageknight2.ttf (mageknight2ttf.zip). The templates should be available where you downloaded this pdf. Also, obviously, you should already have OpenOffice installed on your PC. If not, better visit www.openoffice.org.

Step 2.

Create your custom template. Figure out all your clicks and point costs now. Might want to have a name for your figure too.

Step 3.

Open the appropriate template in OpenOffice. First thing, go to 'View' and check 'Layer' view. You should now see several layers (Layout, Control, Dimension Lines and Numbers). The layers contain: **Layout** - the basic dial layout in black and white [this is locked and printable], **Control** - this contains the identification number layer [this is locked and printable], **Dimension Lines** - this contains the red guidelines [this is locked and not printable] and, lastly, **Numbers** - this contains all the figure's data [this will probably started out locked and printable]. For 99% of your work, do not bother doing anything to the Layout and Dimension layers. Only use the Control layer if you want to change or delete the identifying numbers normally seen on the dials. Almost all of our work will be done on the Numbers layer.

Step 4.

First, let's get comfortable with layers. Left click on one of the layers not highlighted. Notice how the highlight changes. Now, left click on the Layout layer and then right click. Notice how you are shown some options. Now, left click and right click on the Numbers layer. See the different options. Numbers is the only layer not already built into the drawing interface.

Step 5.

Now let's get ready to work. First, I suggest you 'Save-As' the file under a new file name to avoid overwriting the template. Next, let's left click on the Number layer and then right click. Select 'Modify Layer'. Make sure that the layer is visible, printable and NOT locked. Hit OK and we're ready to get started. Remember, **SESO!** That's save early and save often. Until you get comfortable with this, I suggest you make several saves for each creation and alternate between them in case you make a mistake you can't figure out how to undo.

Step 6.

Let's get our creation's name and points right. Click on the text tool and then onto the name on the rightmost circle. It should highlight and allow you to change the figure's name. Alternately, select the text and then click on the text tool. Next, click on the point and level section and correct them as necessary. If you only need points, simply delete the level text. After that, copy and paste the appropriate ARC information from the selections in the middle (if 90° is OK, skip this). Lastly, change the Faction and Range data. While doing this, make sure the font stay (or change it to) the MageKnight2 font. You may have to experiment to get the right faction from the font. (I made myself a template of the letters and symbols.) Happy with how everything looks? If so, **SAVE NOW!**

Step 7.

Now, for the meat of our work. Let's start with that dial. First, remember that we will build this in reverse order. Meaning we will create and then 'place' the last click of our dial first, progressing until we place the first click last. Now, determine how many clicks of Skulls your figure will have. Every figure has at least one click! (I hope that is obvious!). Once that is decided, count that many clicks of skulls from the one at 7 o'clock and go 1 more. This is where we will place our last click of life. For most figures, this would be the demoralized click. Once we know which click this is, determine what that angle is in relation to the 'master' click at 6 o'clock. This will be between 30 and 300° (30, 60, 90, etc..) going counter-clockwise from 6 o'clock. For this example, we will chose a figure with two rows of skulls (10 clicks of life). It's last click of life would then be at 9 o'clock or 270° from our master click.

Step 8.

Now that we have determined where we want to put our last click, we delete the skulls a 9 o'clock (select them and delete). Next, we modify the master click to the values we want. For example, I will use Speed 4, Attack 0, Defense 12 and Damage 0 (demoralised). First, I select the Orange Speed 10, then change the line and fill color to white. Next I click the text tool and change the value to 4. Done! Now I do the same thing to the the Attack and Defense square. When that's done, I'm ready to do the Damage. One problem, it's a circle! No problem....just select and delete the Pierce circle. It's OK, trust me. Now copy the Defense Square and then paste it. It will appear on top of the original. Now hit 'F4' (or right click on the new square and select 'Position and Size') and get ready! This is an important step that we will repeat often. See the tabs in the top of the box? Click on the rotation tab. See 'Pivot Point'? Make the XY values 1.00 and 1.00 (or 1,1). That is the center of our dial. Change the 'Rotation Angle' to 15° (Half the normal angle we need) and hit OK. Voila, the new square has rotated into position. Now change the value to 0 and the line/fill color to yellow and we have our first click ready to rotate into position.

Step 9.

Time to rotate our click into position. Select the 4 parts of our click by using shift+left click and copy them. Paste them on top of the original and they should already be selected. Hit 'F4' (or right click and 'Position and Size') and click on the rotation tab. Change XY pivot to 1,1 again and this time set the rotation angle to 270°. Hit OK. If everything has gone as planned, we should now have our last click in position at 9 o'clock.

Step 10.

Repeat this process for each click in your new dial. Remember, you can delete the level markers if you don't need them. If you need a circle instead of a square simply delete the square and create a circle the size of the red guide square below (or preferably create the new circle on top of the square). Make it the desired color and then click on the text tool while the new circle is selected. This will open a text 'box' in the circle. Select 'Arial' and 6 point for size and then type your number. Rotate into position as normal.

When you last click is in position at 6 o'clock, SAVE! Print out onto a label sheet and carefully transfer onto your figure. VOILA! Instant new creation. Enjoy!