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Welcome to the AutoREALM User Guide!

AutoREALM is an open-source map-making program first released in 2002. It was developed to give tabletop gamers an easy way to create maps for use during gameplay.

Offering a large variety of creation tools, AutoREALM is ideal for creating maps of all sizes, including:

- Small interiors
- Sprawling cities
- Landscapes
- Countries
- Entire worlds!

Utilization of AutoREALM

Although AutoREALM was created with tabletop games in mind, there are no rules on what it can or cannot be used for. AutoREALM is perfect for writers looking to build their worlds no matter which format they write in, including:

- Video games
- Tabletop games
- Fantasy and science fiction novels
- Historical fiction
- Travel guides

This is all made easy thanks to AutoREALM's extensive list of features:

- **Drawing tools:** Create predefined, precise shapes, basic shapes, and draw your own with freehand tools.
- **Symbol library:** Access a wide variety of premade [Symbols](#) for buildings, terrain features, and object placements. You can even create your own symbols to add to the library for quick access and future use.
- **Layer management:** Image layering allows you to easily organize your map by stacking layers on top of each other. Toggling which layers are visible allows you to focus on individual components of your map for even further refinement.
- **Customization options:** Change the colors and styles of different aspects of your maps to create a unique aesthetic.
- **User-friendly interface:** With an easy to use interface and a customizable workspace, AutoREALM can easily be adjusted to make your workflow more effective.

Compatible Tabletop Games

If a custom map is required for your game, AutoREALM is a great choice to start creating.

Here are some examples of tabletop games AutoREALM is perfect for:



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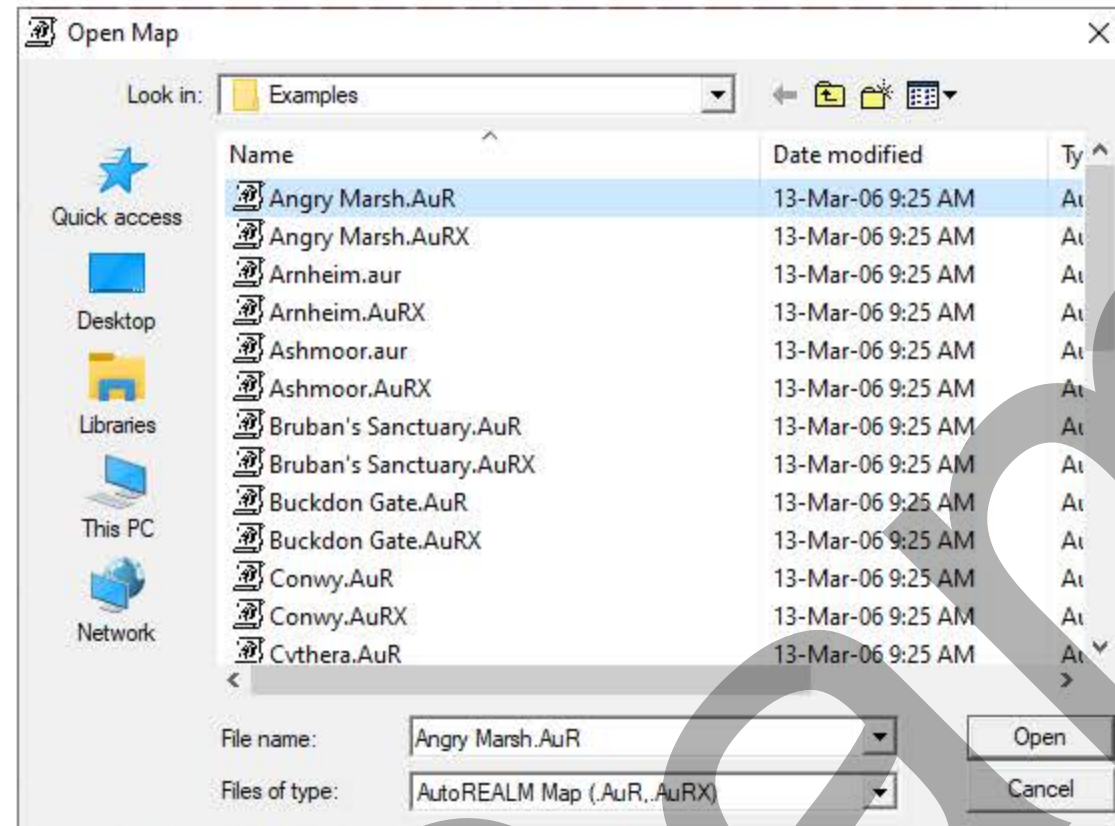


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Loading a Premade Map

Creating a map from scratch can be daunting; there is no shame in getting help! AutoREALM comes with 30 premade maps created by the developers for use. Whether you want to integrate these designs into your work, use them for inspiration, or use the designs as they are, the choice is yours.



AutoREALM premade map folder

To load a premade map

1. Select **Open a Map**.
A file explorer window displays a folder containing AutoREALM's premade maps.
2. Select one of the map files to load.
3. Select **Open**.
The selected map opens in the AutoREALM canvas.

Map Insertion

Loading and inserting a map sound similar, but they are functionally different. Loading a map will load a map file and display it in a new AutoREALM window, while inserting a map will add a map to the canvas.

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Keyboard Shortcuts

Here is a list of all the keyboard shortcuts you can use within AutoREALM.

Keyboard Shortcuts	
Shortcut	Function
CTRL + C	Copy
CTRL + I	Zoom in
CTRL + J	Open file
CTRL + O	Zoom out
CTRL + N	Deselect
CTRL + V	Paste
CTRL + Y	Redo
CTRL + Z	Undo
DEL	Delete
ALT + B	Open the Toolbar menu.
ALT + D	Open the Drawing menu.
ALT + E	Open the Edit menu.
ALT + F	Open the File menu.
ALT + H	Open the Help menu.
ALT + O	Open the Options menu.
ALT + T	Open the Transform menu.
ALT + V	Open the View menu.
ALT + W	Open the Wizards menu.
ALT + ENTER	Open the Map Properties menu.