

## •Ouroboros V4: JDMG Dungeon DHTML drawing specifications

### Summary

Describe the following DHTML + CSS structure.

#### ✓Overall structure

- Structure in jdmg\_map
- Structure in jdmg\_help\_box
- Structure in jdmg\_sidewin (including jdmg\_compass)
- Structure in jdmg\_movement\_ctl\_box

#### ✓Structure in Viewport

- Wall
- Door
- Text
- Decor

# † Overall structure

<root DIV> user defined

<#dungeon\_terrain\_inner > {font-family:Palatino Linotype, Book Antiqua, Palatino, serif;}

<#dungeon\_headerr >

<#jdmg\_sidewin >



<#jdmg\_compass >

130 x 130

130 x 290

<#jdmg\_viewport >

448 x 272

Width: 500px

<#jdmg\_map >

Z-index: 1008

200 x 200

<#jdmg\_movement\_ctl\_box >

side\_turn\_ctl

side\_turn\_ctl

Side\_move\_ctl

Side\_move\_ctl

96 x76

<#jdmg\_help\_box >

Z-index: 1010

**Position:Fixed**

Width: 450px

<#jdmg\_debugwindow>

Z-index: 1009

**Position:Fixed**

300 x 300

# † Viewport structure 1/6

<#jdmg\_viewport >

448 x 272

<#jdmg\_illust> {z-index:1001;}

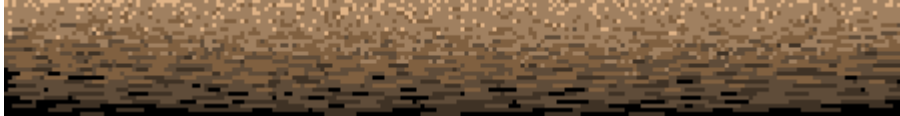
448 x 272

<#jdmg\_overLay> {z-index:1000;}

448 x 272

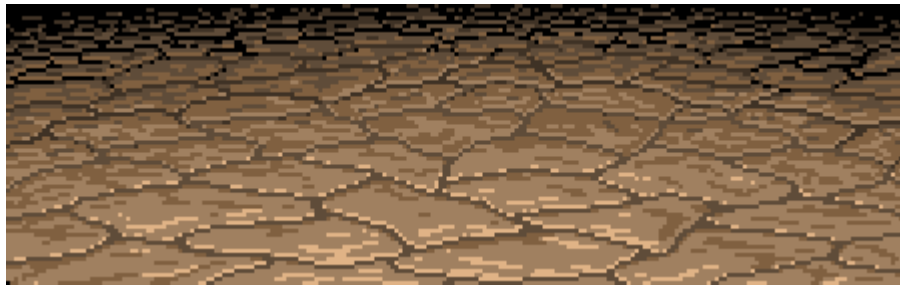
⋮

<#roof> No z-index



448 x 58

<#floor> No z-index

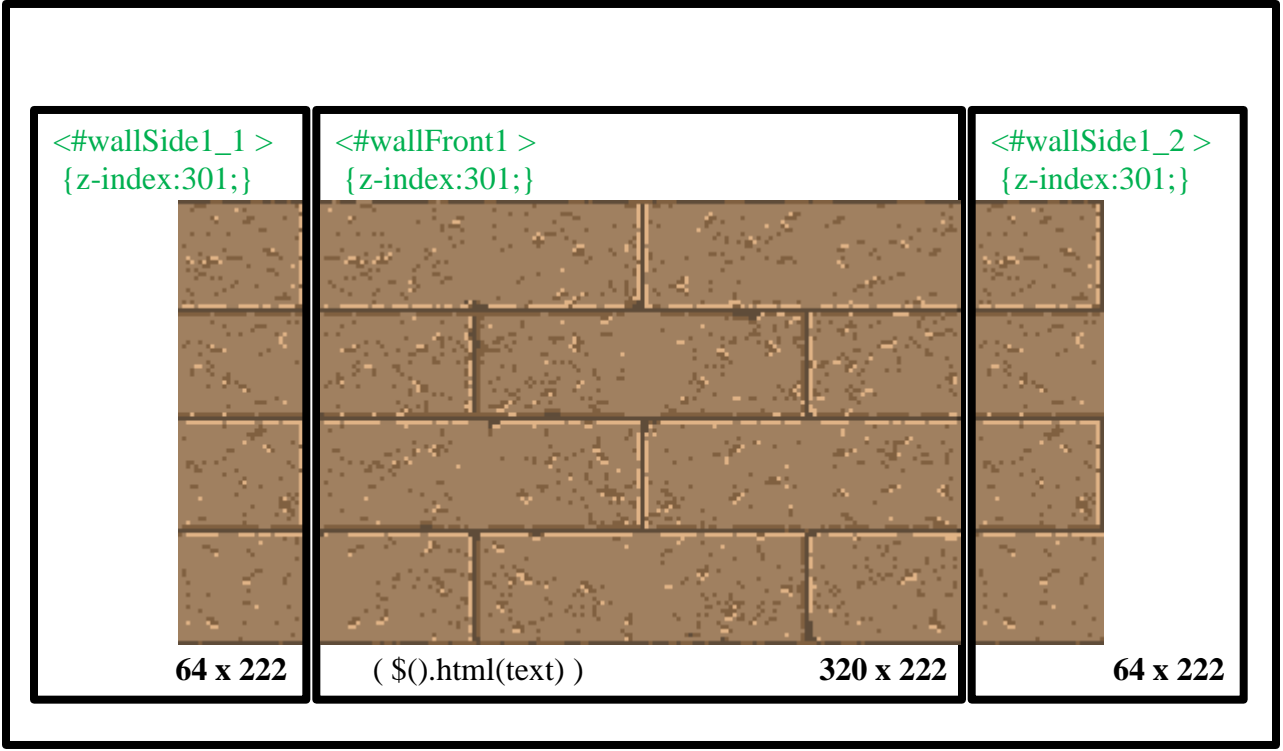


448 x 140

# † Viewport structure 2/6

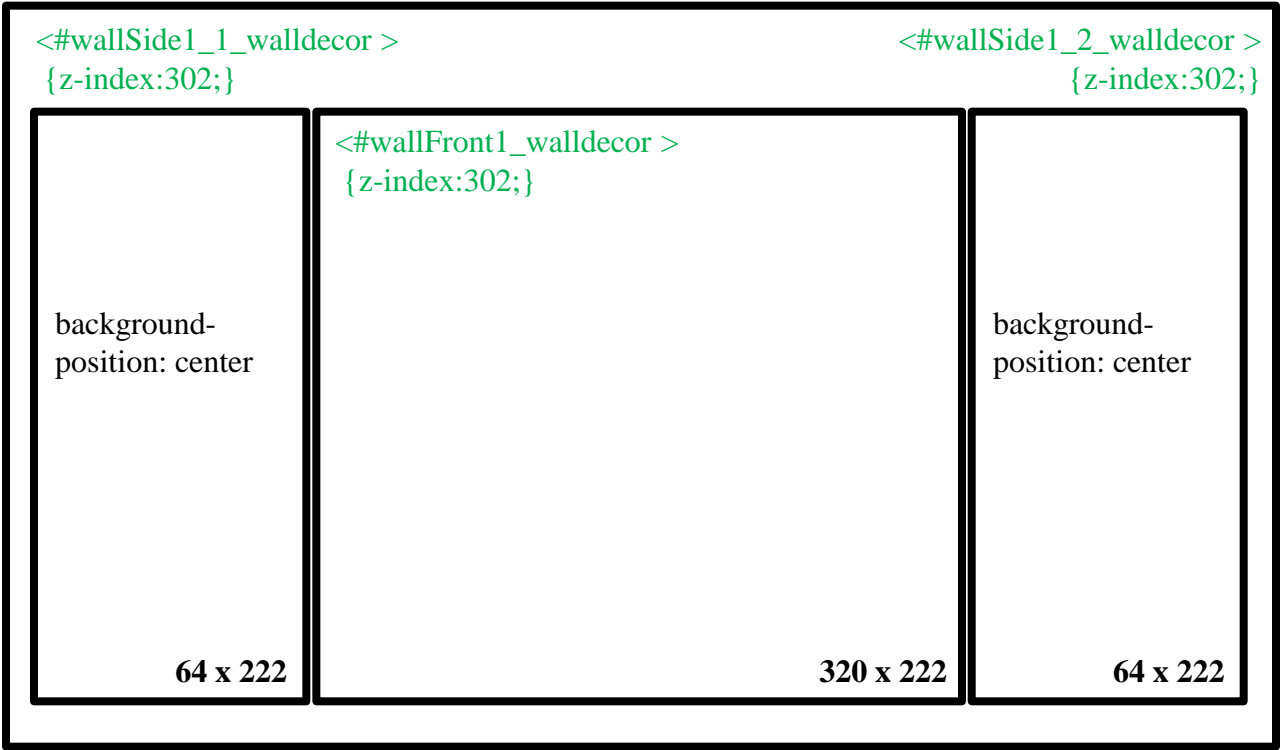
<#jdmg\_viewport >

448 x 272



<#jdmg\_viewport >

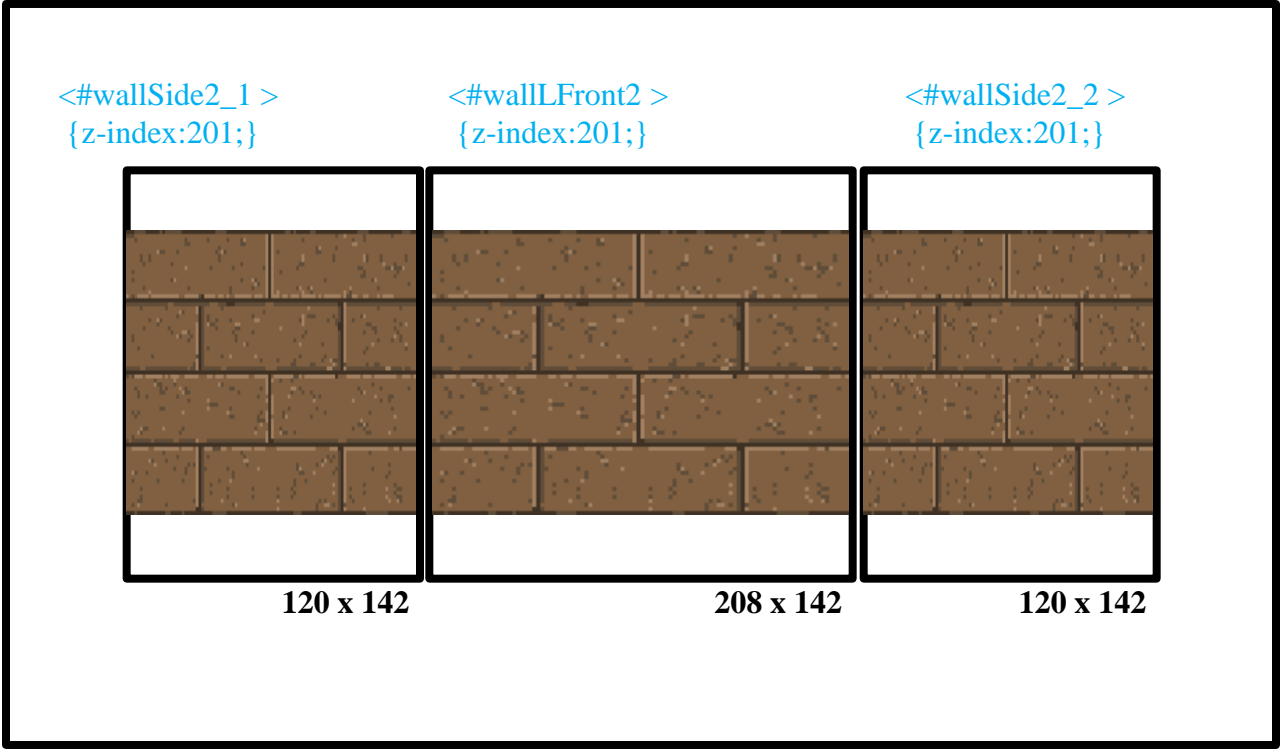
448 x 272



# † Viewport structure 3/6

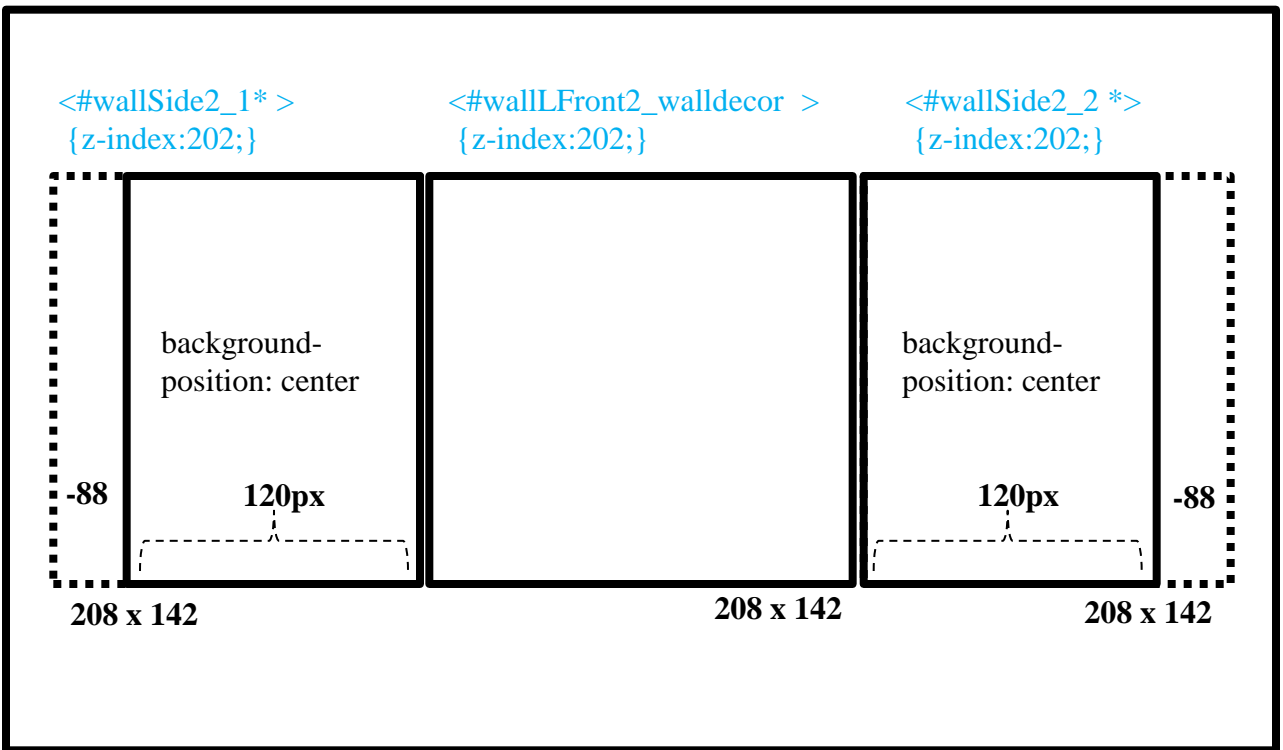
<#jdmg\_viewport >

448 x 272



<#jdmg\_viewport >

448 x 272

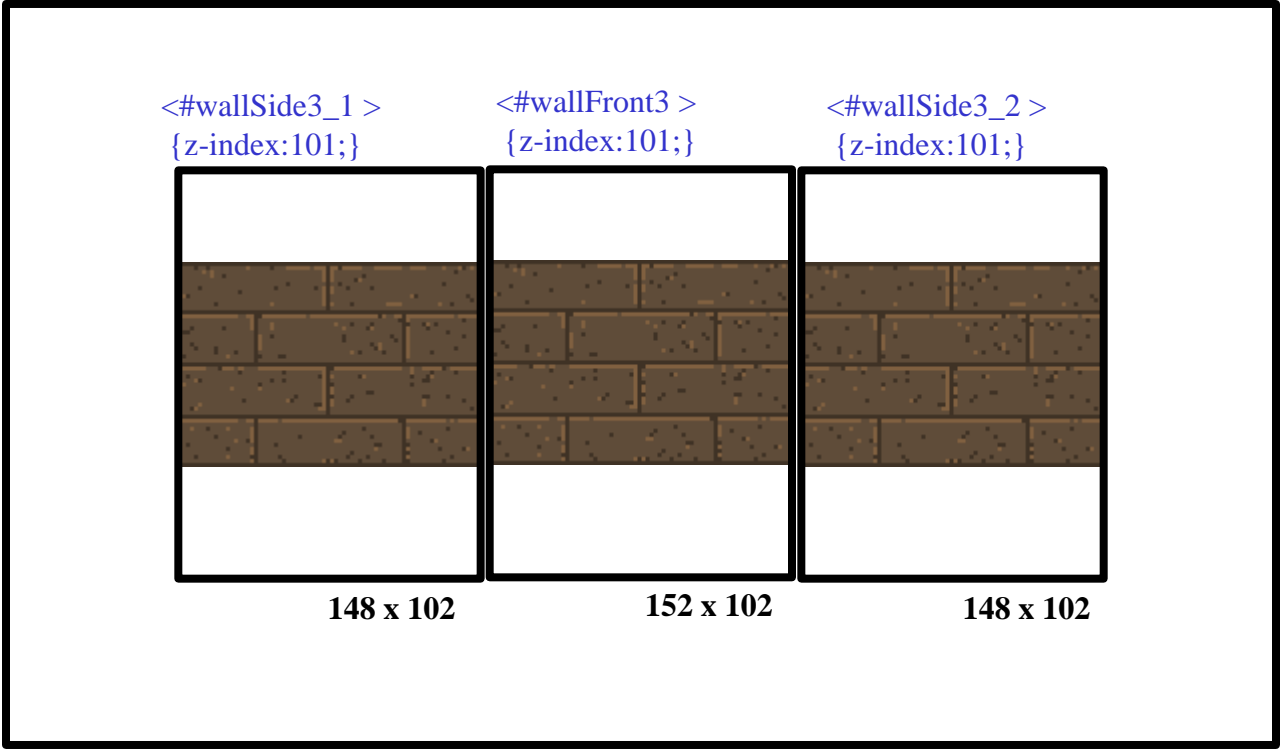


\*: \_walldecor

# † Viewport structure 4/6

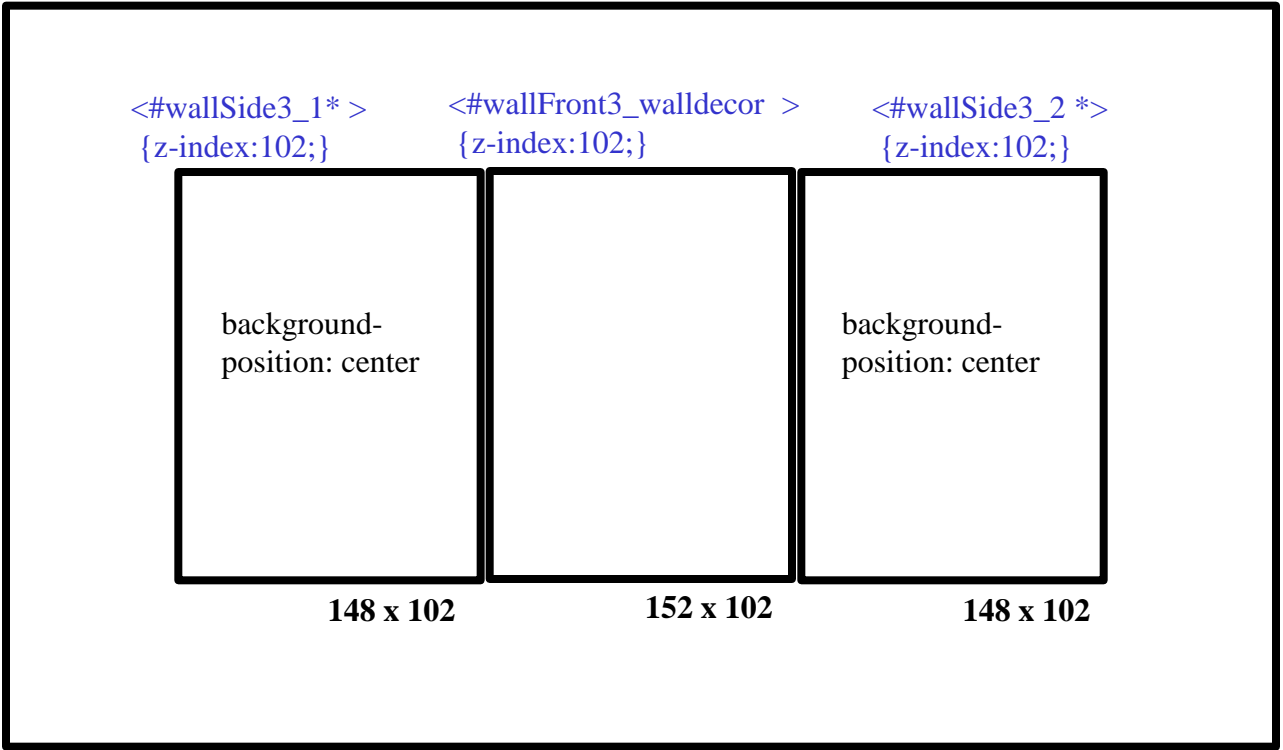
<#jdmg\_viewport >

448 x 272



<#jdmg\_viewport >

448 x 272

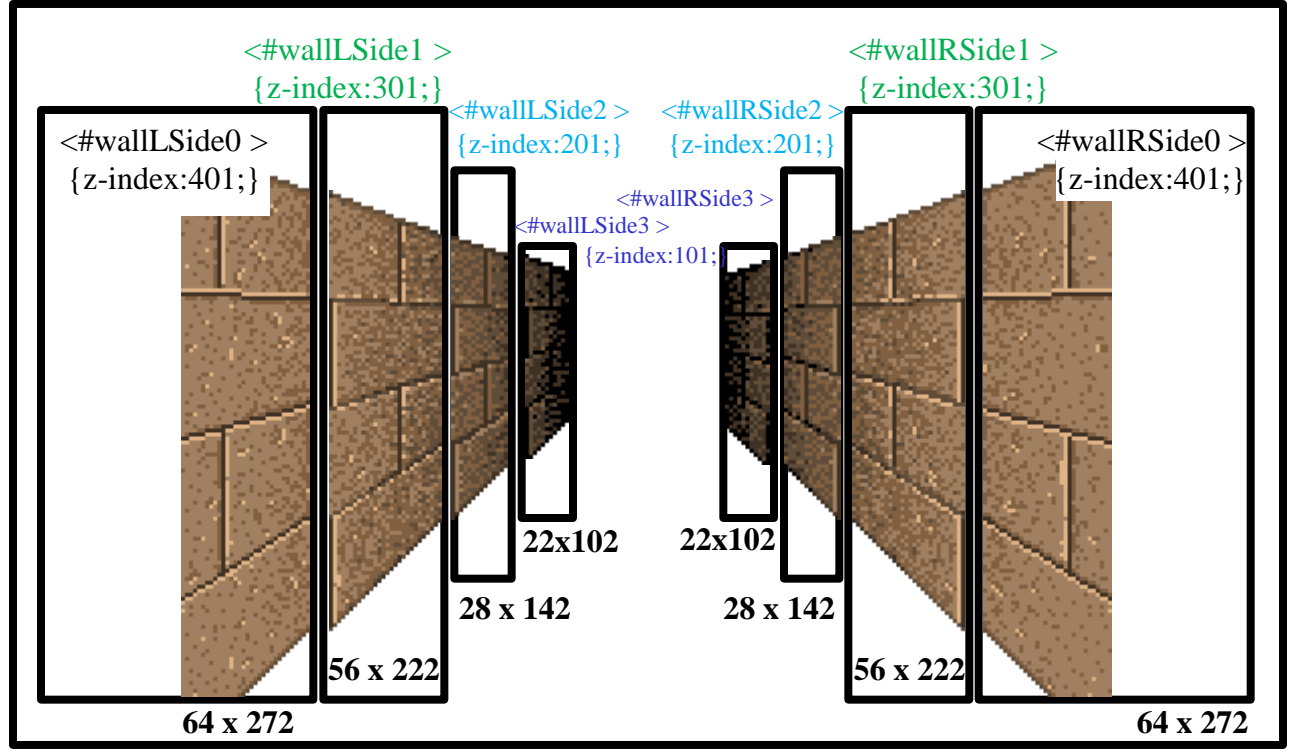


\*: \_walldecor

# † Viewport structure 5/6

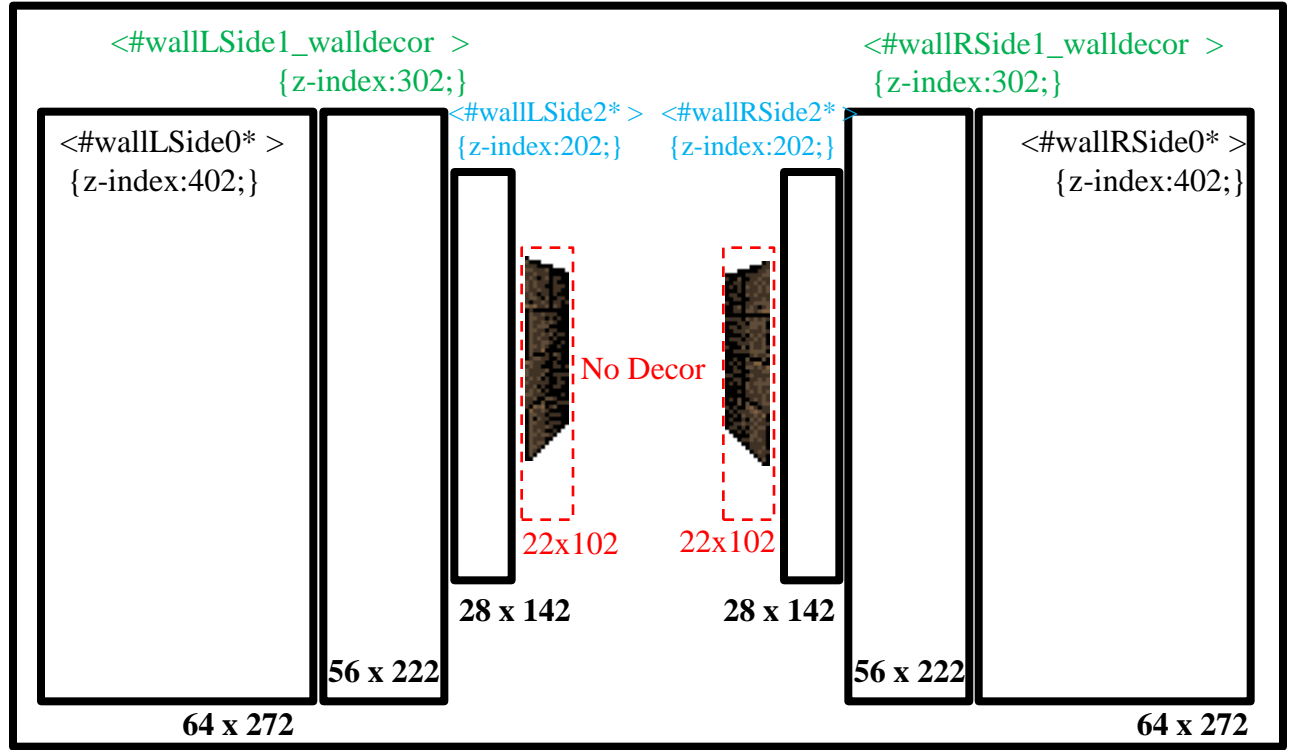
<#jdmg\_ viewport >

448 x 272



<#jdmg\_ viewport >

448 x 272

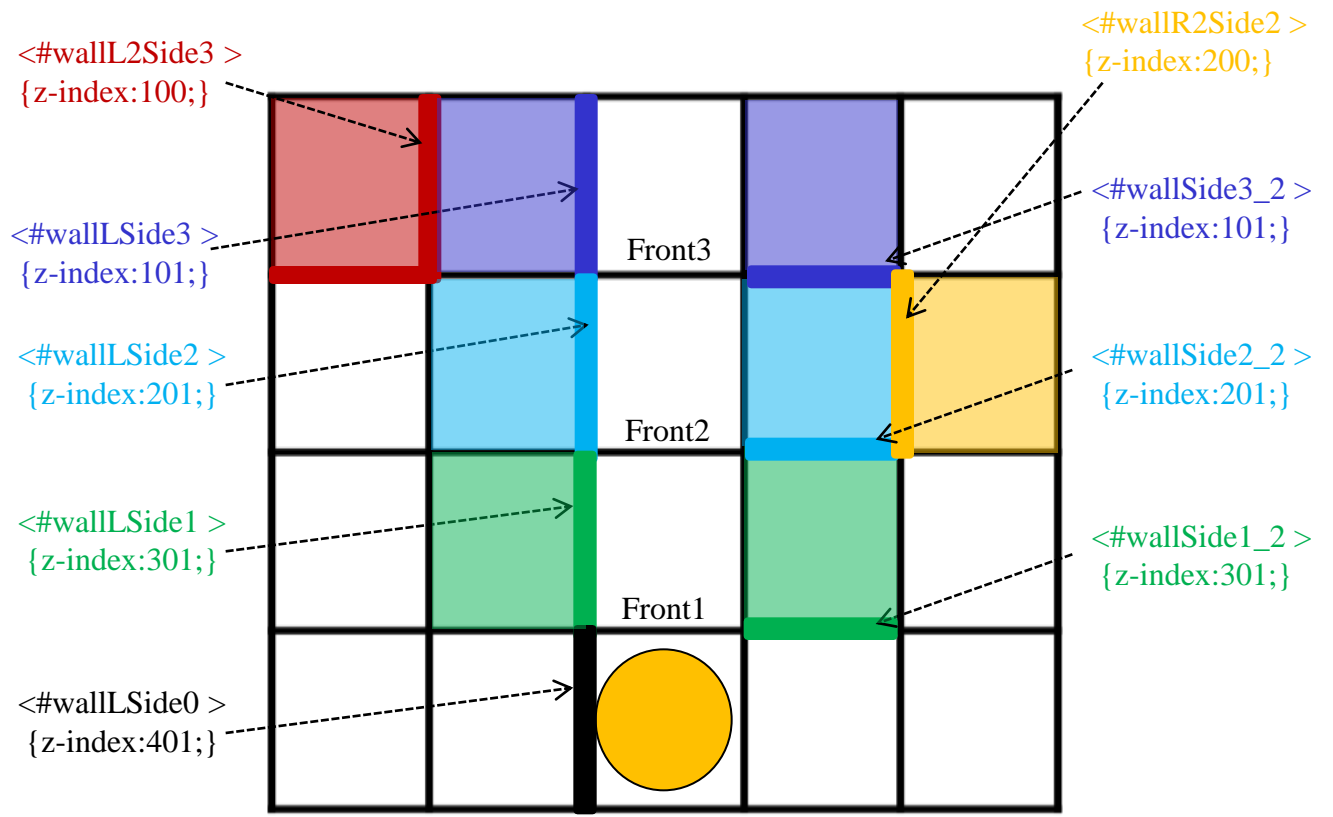
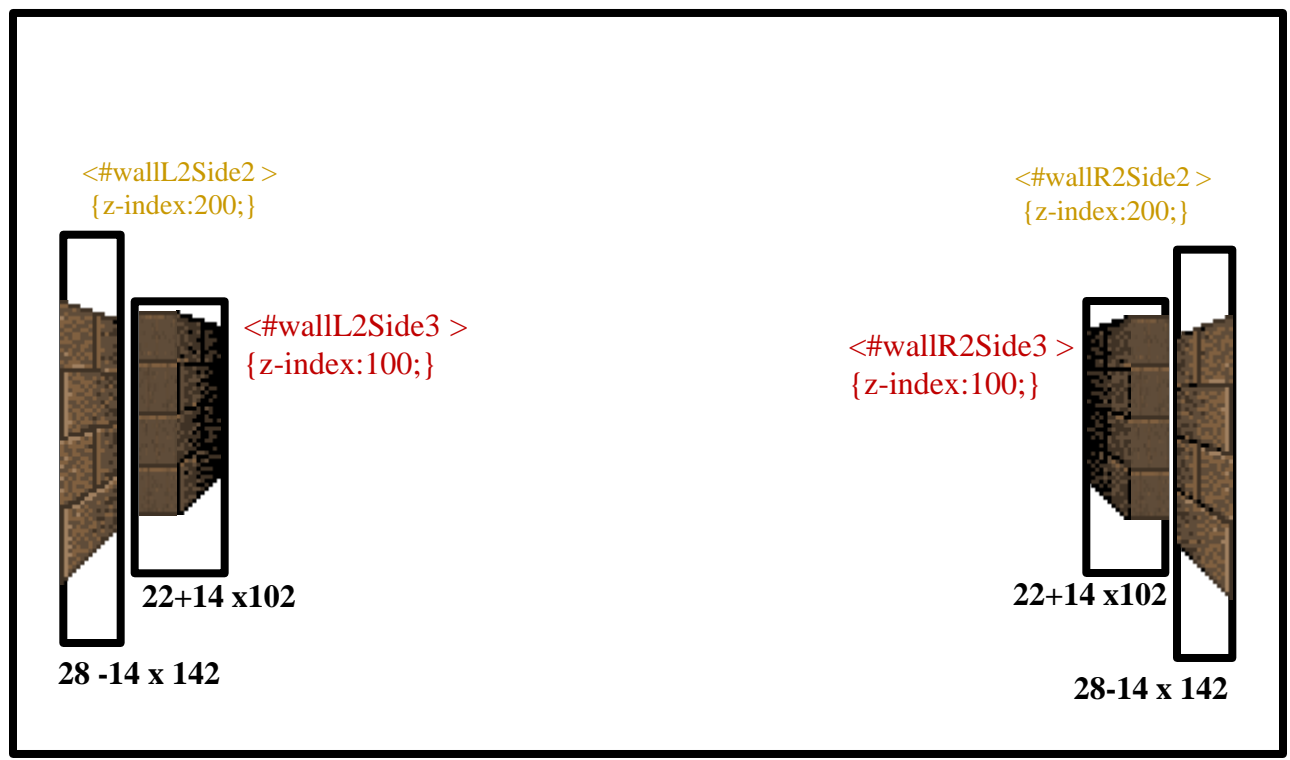


\*: \_walldecor

# † Viewport structure 6/6

<#jdmg\_viewport >

448 x 272

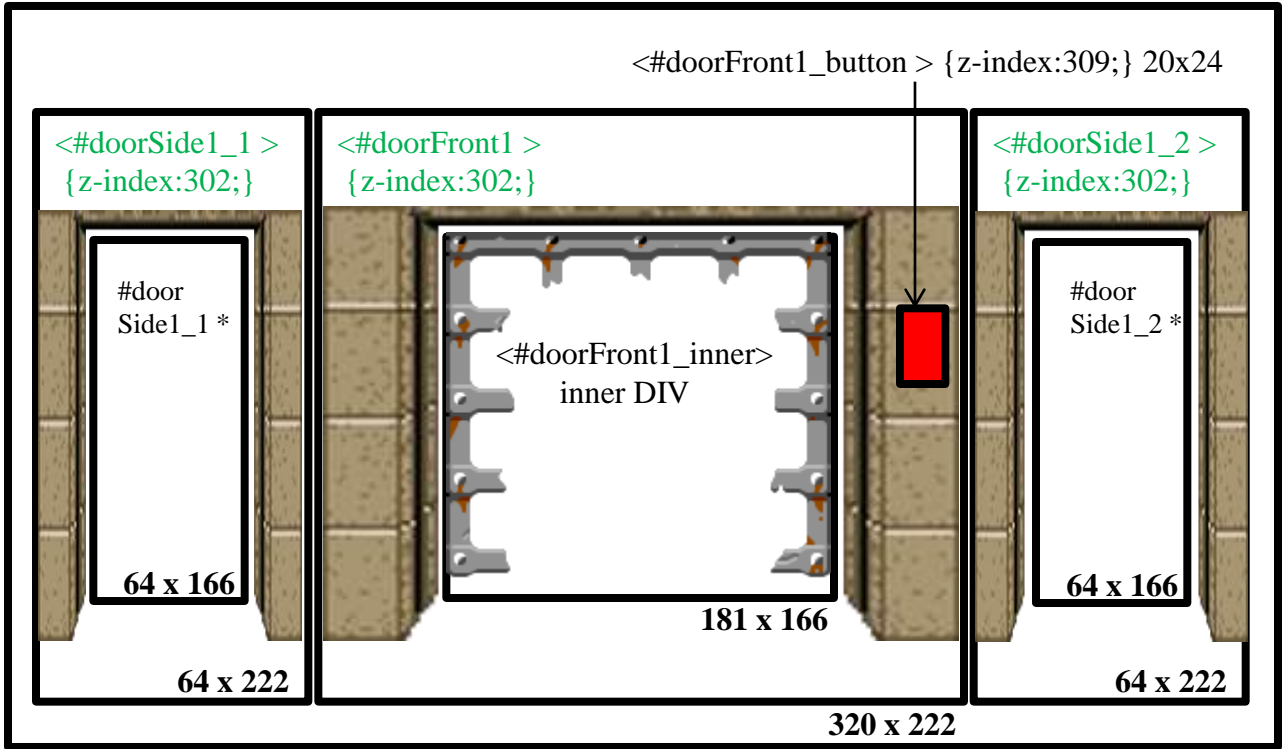




# † Viewport structure – Door 1/2

<#jdmg\_viewport >

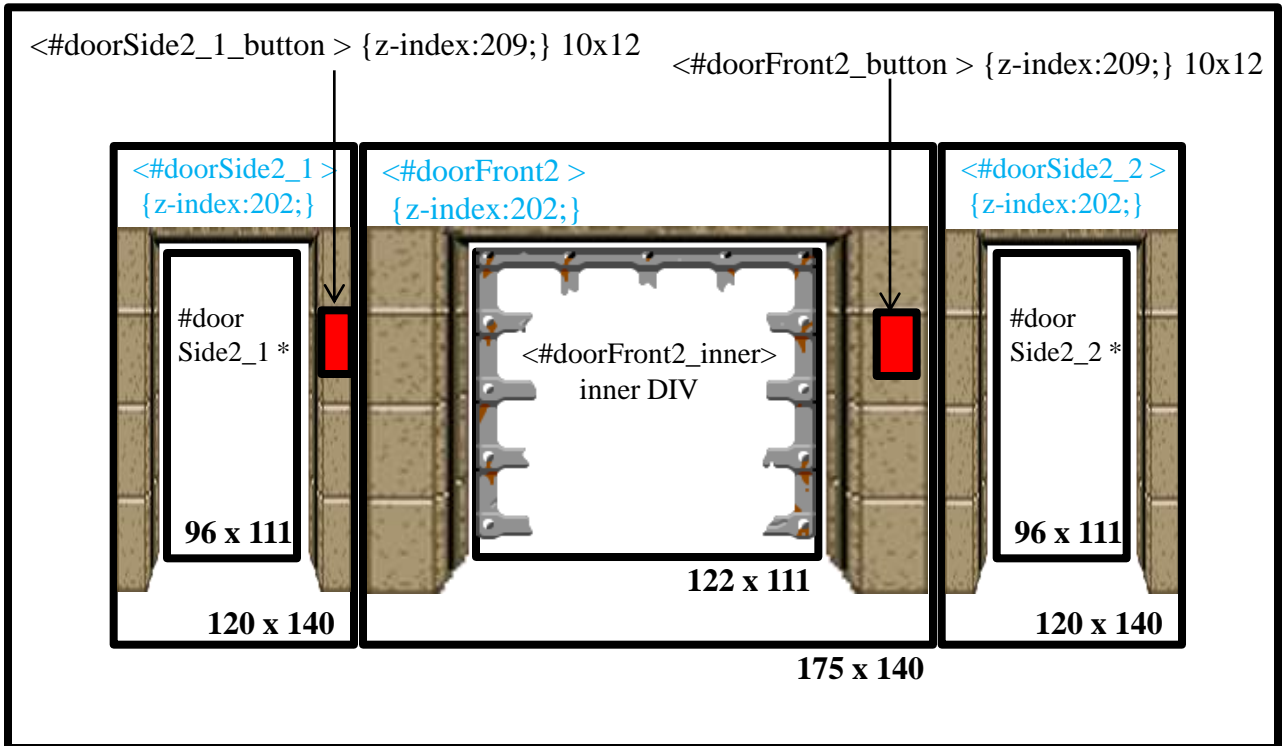
448 x 272



\*: \_inner

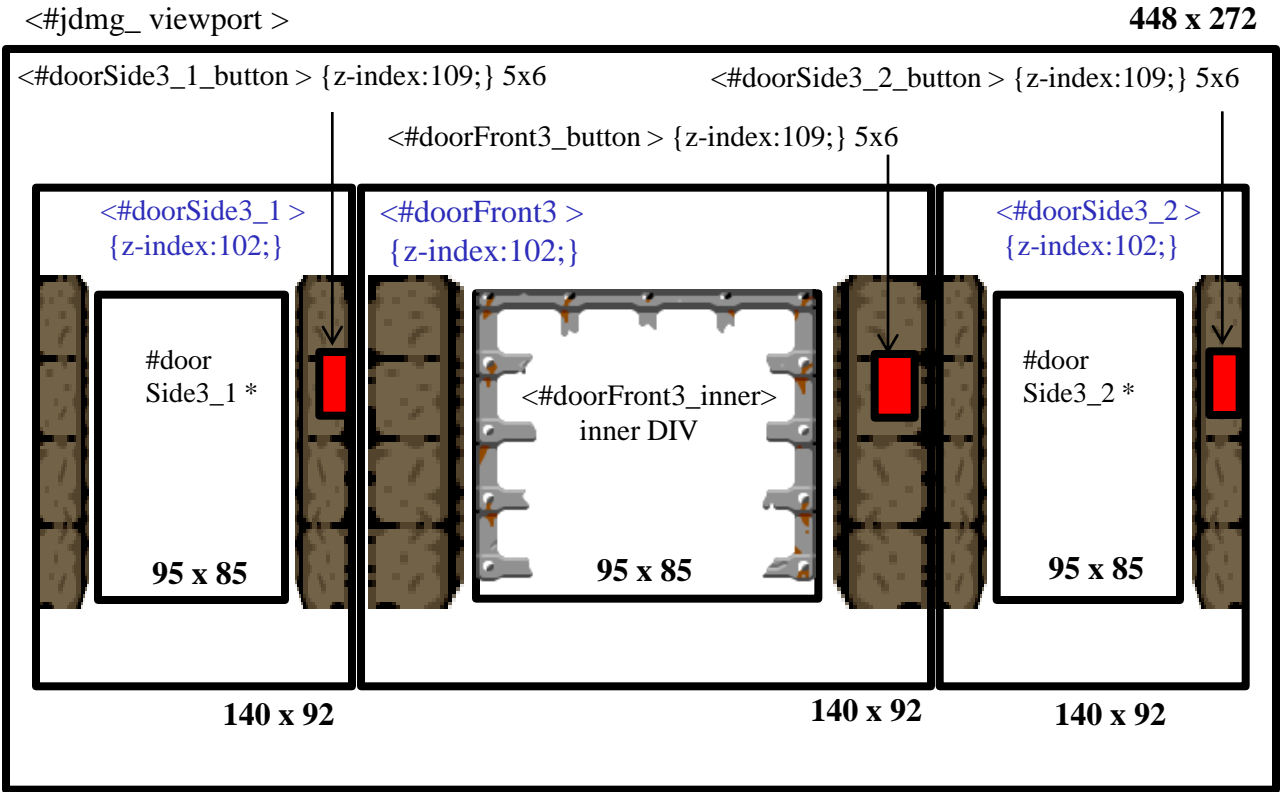
<#jdmg\_viewport >

448 x 272



\*: \_inner

# † Viewport structure – Door 2/2



\*: \_inner

# † Door Side View

