How to create a new *.mapx file for a new png map?

(written by Csaba Zsadányi-Nagy, last modified: 2019-10-04)

1. getting the unique map number

I assume you have already reserved a valid map number from Jurgen "Wonderdoc" Smet on the map reservation thread (http://forum.open-general.com/viewtopic.php?f=7&t=6) of the OG Forums. If not, this should be your first step. Let's say Jurgen gave you the map number 99999. It means that your map image should have the 99999.png filename and your map description (aka mapx) file should have the 99999_blahblah.mapx (blahblah = the title of your map) filename.

2. creating the map image

Now you can create your map image. It doesn't matter you make it from scratch or by modifying an existing map, use the new map filename (99999.png). Let's say you got the file (please appreciate my ultimate graphic skills :D) :
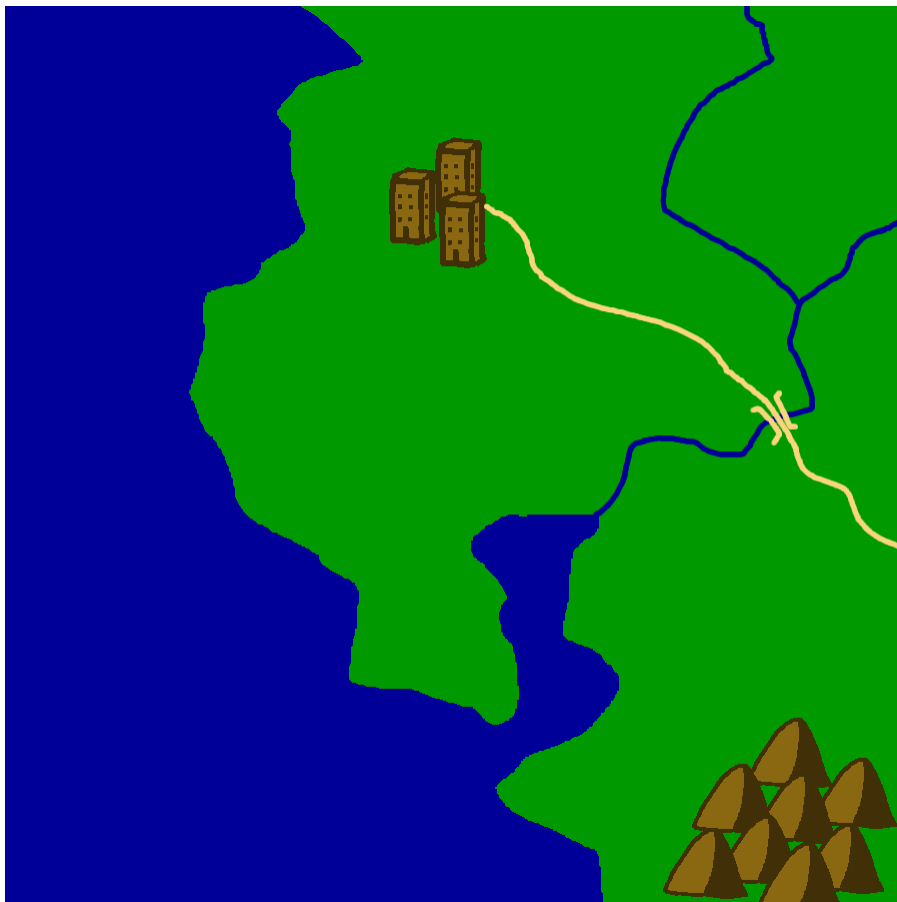

3. creating the map descriptions

There are two ways of creating a completely new map description file: a) from the scenario editor and b) from the mapx editor. I personally prefer the first one, so i describe it, but the logic of the second way is very similar, it shouldn't be a problem to do it after reading this short howto.
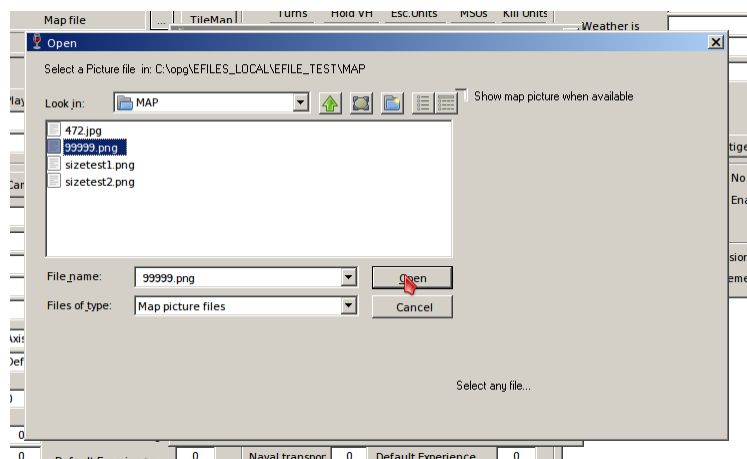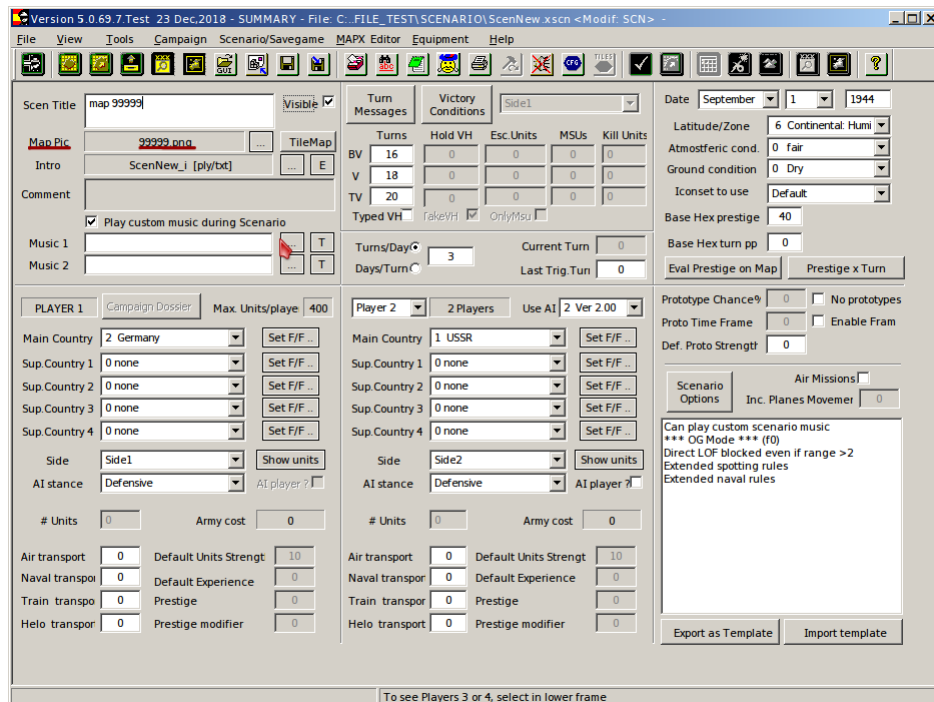
a) create the new scenario:
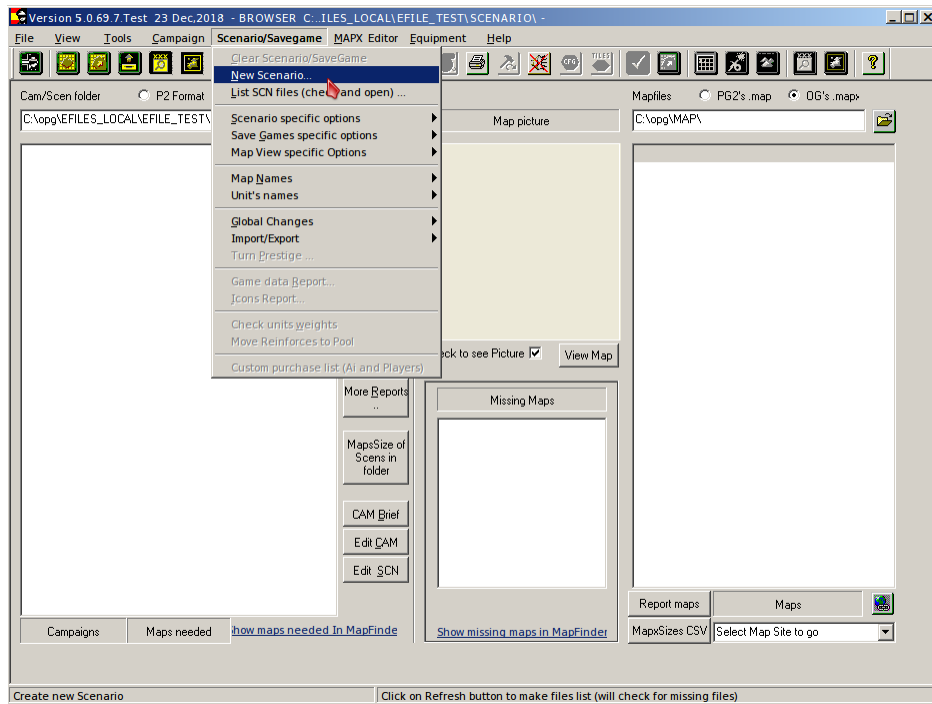
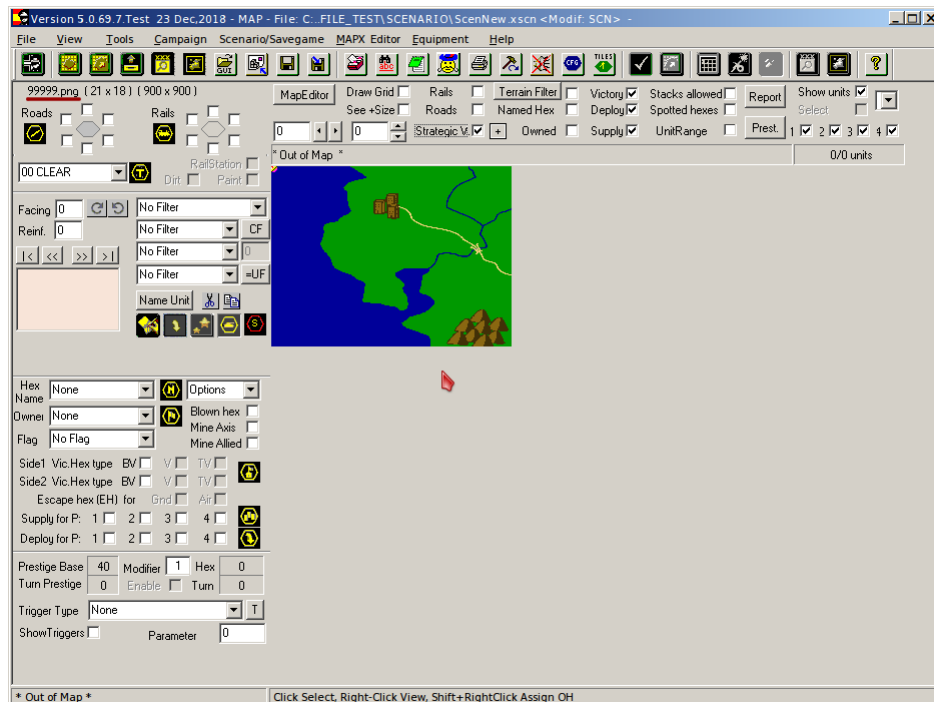*b) tell Suite it should use an image:*
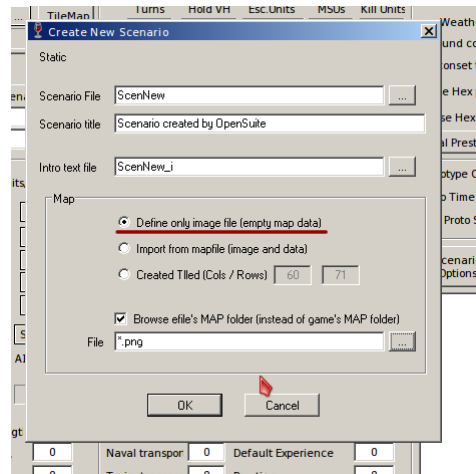
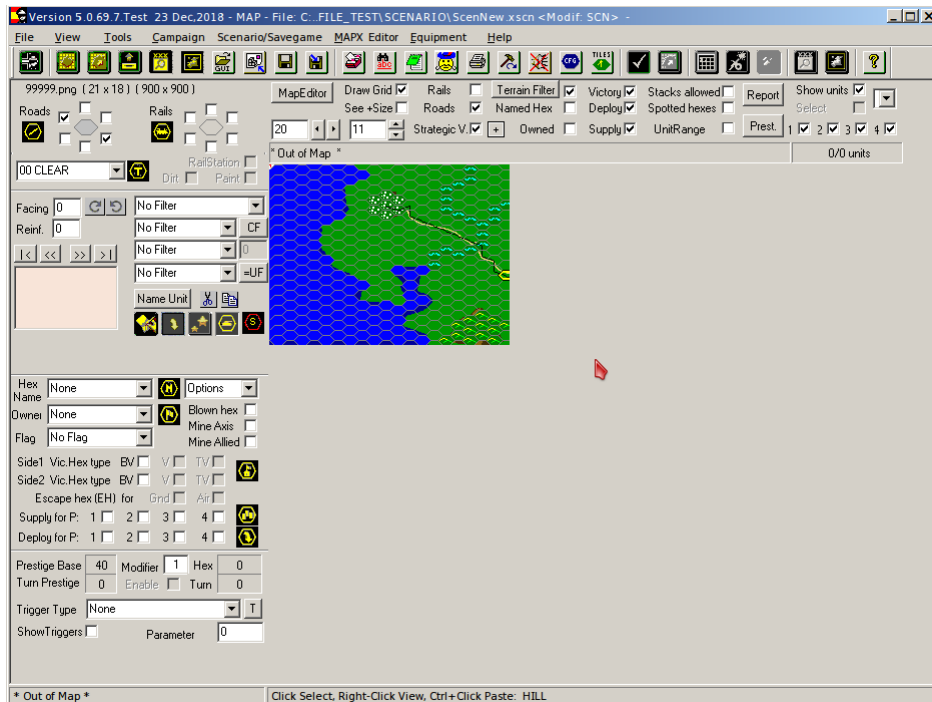*c) select your new png file:*

d) check the scenario overview that the background image (Map Pic field) is what you wanted:
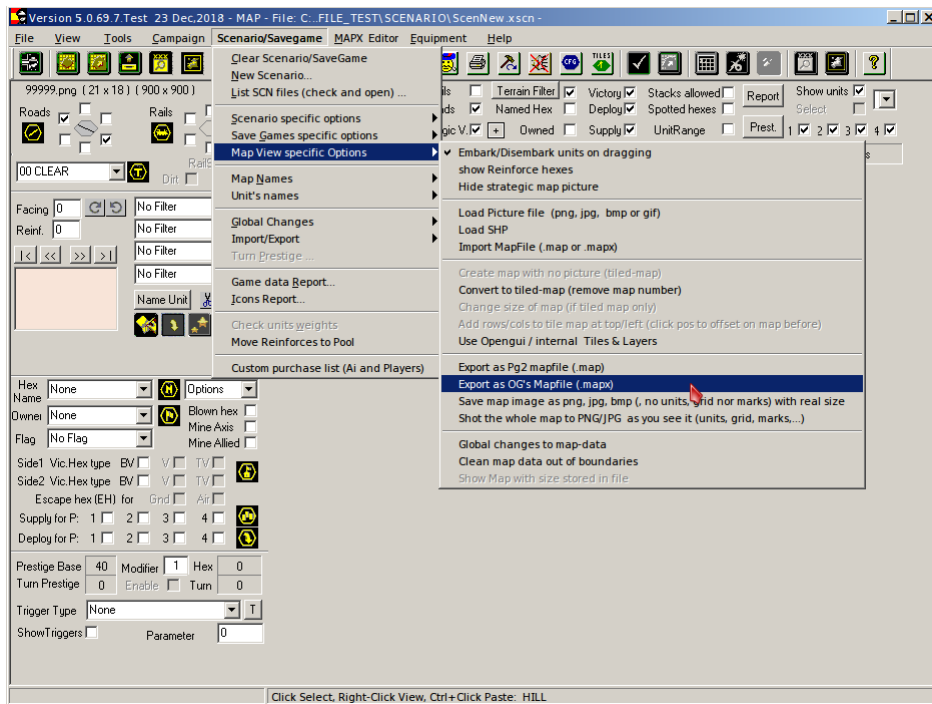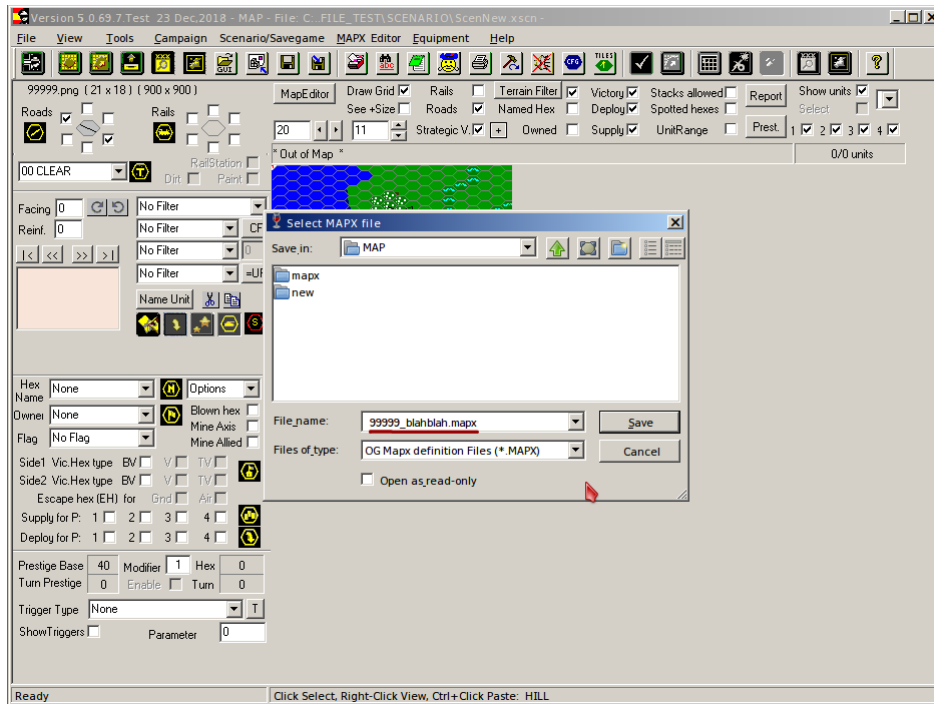

e) go to map settings view:

f) define the terrain types of the hexes:

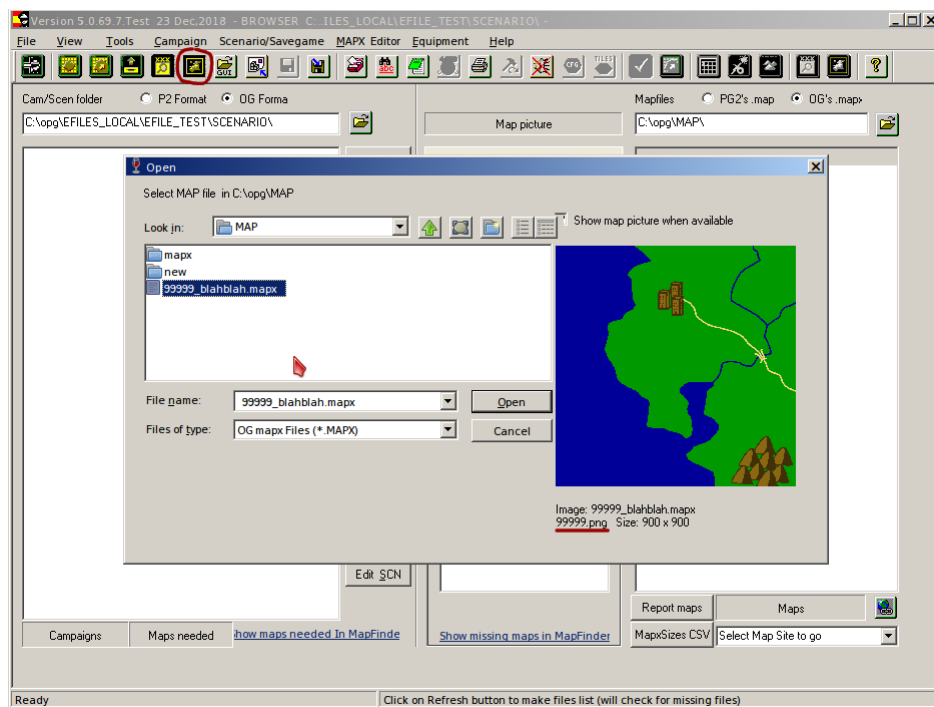*g) export the new map description (mapx) file:*

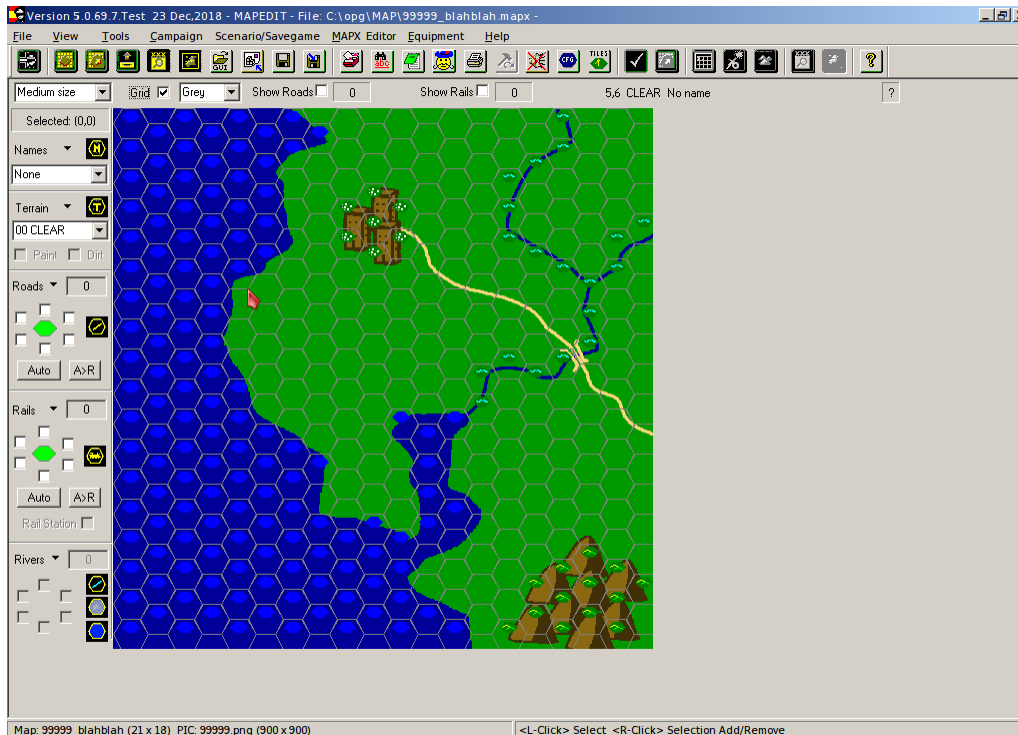*h) use the correct naming convention:*

4. checking the new map description (mapx) file

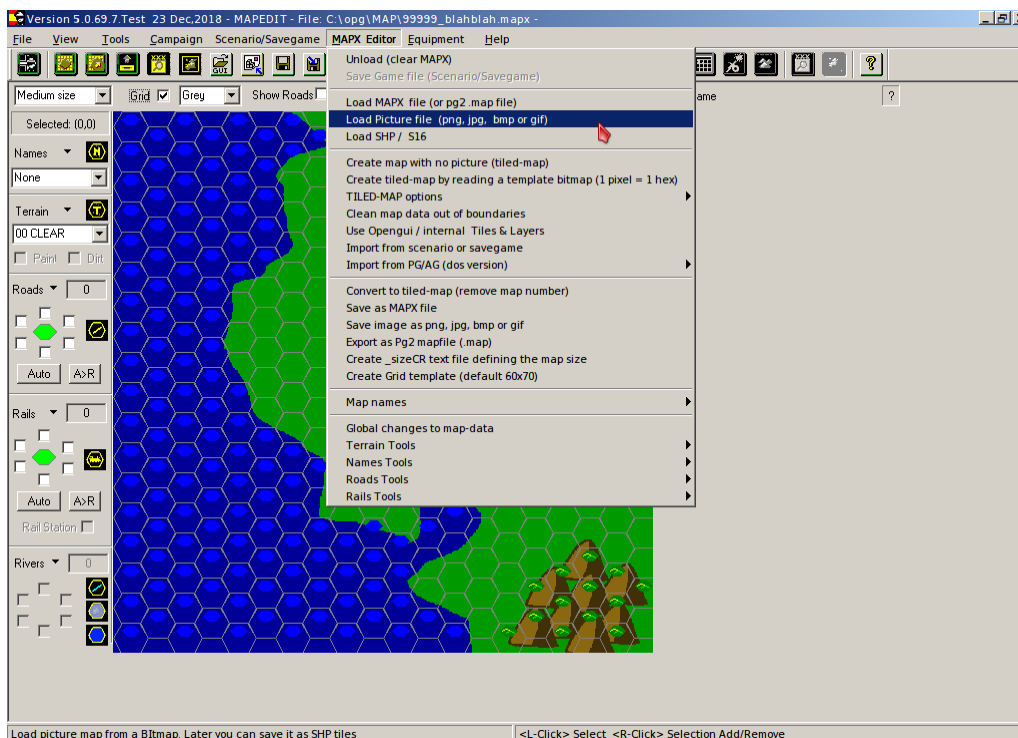*a) open your new mapx with the Mapx Editor:*

b) check the terrain types and layers:

5. replacing the map image

If your mapx file has a wrong map image, or you want to modify and existing map description file to use your new modified map image (which has a new map number, e.g. because you removed/added airfields, railroads, whatever), you should load a new image file:

You should pick up your new or modified image what you will send to the OpenGen Team after finishing your job:
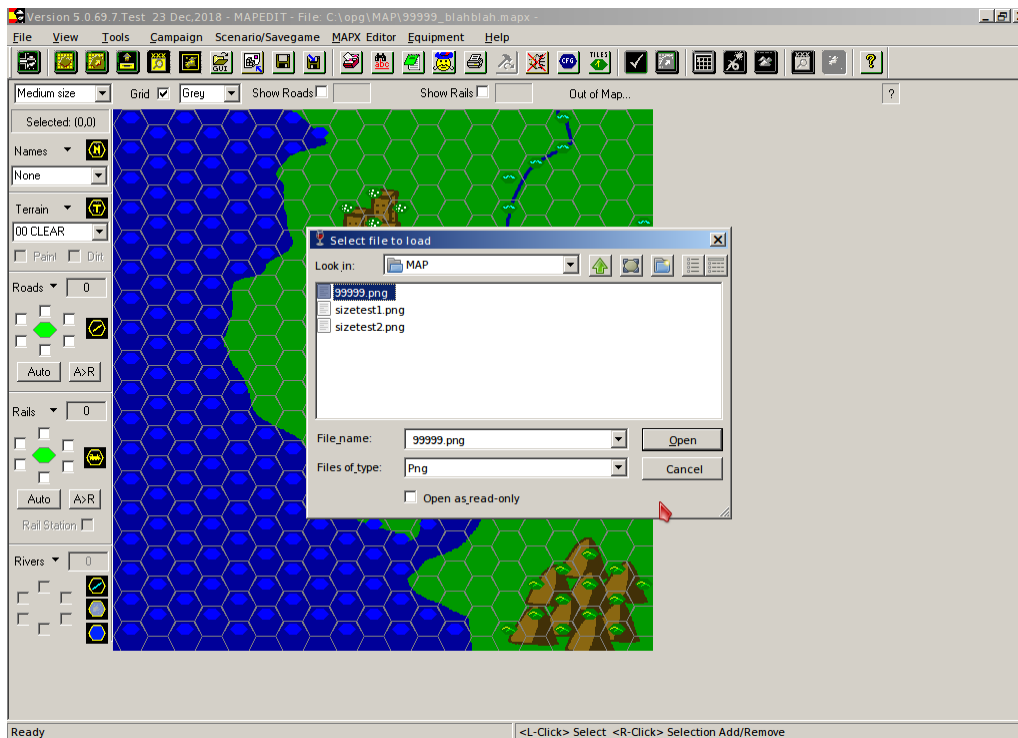
6. reporting your new map and sending your files to OG Team

You should report your finished map on the post information about the new map thread (http://forum.open-general.com/viewtopic.php?f=7&t=5) of the OG Forums. The first post of this thread describes what information you should share and whom you should send your finished files.