# **MapTool Projects**

### MapTool - more then a map

Do not be fooled by the name. While it does include powerful tools for the creation of detailed maps, its primary role is a Virtual Table Top, replacing pen, paper, battle mats, and dice.

MapTool is a free, open source and extremely flexible VTT with all the bells and whistles. You can utilize the integrated server function to connect to players wherever there's an Internet connection.

Miss your buddy in Singapore? Not a problem. Roll up that character and then your sleeves.

(From the original home page 2023-04-05)

# MapTool - for me important

- Open source
- Maintained
- Still being expanded
- Developed in Java
- Client Server solution, where both are under user control incl. hosting)
- Depends on nothing else
- Has already a long lifetime

# Development

I found no summary for rules or guidelines, only some hints here and there (see Sources - Development). MapTool specific rules & guidelines have priority over our house rules & guidelines. Whenever I found some, I will try to summaries them here.

#### Rules

The source should be following formatting rules of Google and 'gradlew spotlessApply' has to be run before any code is pushed to the original Git repository of RpTools.

#### Guidelines

#### **Open Source License**

Whenever we chance code (or other things) of the original project, we will do this under the same license agreement:

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- \* licensed under the Affero GPL Version 3 or, at your option, any later

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## **Development Rules & Guidlines**

### Sources

#### Users

- RpTools home page
- MapTool home page
- Download page
- RpTools Forums
- RpTools Discord
- MapTool Wiki
- German MapTool Video Tuturials

#### **Developers**

- GitHup Development Branch for MapTool
- Contributor Setup Instructions for MapTool
- Contributor Covenant Code of Conduct

### **Open Source License**

- GNU Licenses
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From: http://wiki.dev.rainer-muetze.de/ - **Snarfburs Development Wiki** 

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