

## Architect's planner

### Popis

ContentDB: <https://content.luanti.org/packages/MatyasP/archiplanner/>

Forum: <https://forum.luanti.org/viewtopic.php?p=449702>

Codeberg: <https://codeberg.org/MatyasP/archiplanner>

default watermark

Informations about mod in languages:

default watermark

## Architect's planner

### About

Archiplanner (Architect's planner) adds large places for uploading plans, maps etc. primary made for next building there.

### What contain this mod:

- 2 roller textures
- 10 textures as base for planning with resolution made as 16 px per node
- color palette
- white 1 px texture
- 11 simple models with plane for planning with left front corner double triangle sign
- 1 basic model for edit if somebody doesnt want to have the double triangle sign
- and code with logic for it
- 1 example

### What supports this mod:

- any size of textures and building to 256 x 256 nodes
- simpler and more complex variant of registration of plans as nodes
- use plan register functions in other mods

### Variants of nodes from main node:

- lc = left corner
- rc = right corner
- sc = side center
- c = center
- lcs = left corner with full-size selectionbox
- rcs = right corner with full-size selectionbox
- scs = side center with full-size selectionbox
- cs = center with full-size selectionbox

### **Models and textures for size variants that mod contain (only left-corner variant)**

- (1 x 1 only base for editing)
- 8 x 8
- 16 x 8
- 16 x 16
- 32 x 8
- 32 x 16
- 32 x 32
- 64 x 8
- 64 x 16
- 64 x 32
- 64 x 64

(other variants needs your model or your edit of existing model)

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Important: variants with full-size selectionbox are not recommended for larger plans (64 x any and higher), it could be hard for server.

### **What doesn't contain:**

- more examples
- models for other variant of plan than lc / lcs
- crafting (maybe in future)
- hands for building the buildings

## **How to use this mod**

### **Install this mod**

### **Add your plan:**

1. Create a plan
2. Create a inventory image
3. (if do you want
4. Add both files into archiplanner/textures
5. Open plans.lua

6. Find local plans (or local simpleplans if you use systematic names of textures and systematic names of meshes)
7. Copy row without `^?^?^?` on start and change informations that you wants
8. Save the file plans.lua
9. Turn on world with this mod

Because I am partly lazy, is supported in column with node name etc. use with start symbols of `^?^?^?` or `^?!^?` for simplify writing. Really file names shouldn't contain these symbols!

- `^?^?)name^?` etc. `^??` adds name, size and Z-axis size
- `^?!name^?` etc. `^??` adds name, size, Z-axis size and variant

## Placing, rotating, coloring etc.

- `paramtype2` is `colorfacedir` then
- for rotate, use to main node (double triangle) `^??Rotator A^??` from my mod `repainter` or any screwdriver or `worldedit`
- for repaint, use to main node `^??Repainter A^??` from mod `repainter` or `worldedit` or some other color changer (if is but this mod doesn't support coloring by unifieddyes)

## Licence

- Code and OBJs are under MIT
- Textures are under CC BY 4.0 without:
- CC0 1.0 textures `^?? archiplanner_bpx.png` and `archiplanner_palette.png` (Why? Because these OBJ models are more code than visual art.)

## Using AI

- Idea, logic and `^??hard work on code^??` fully made by human.
- OBJs are hand-written, textures made by human in basic painting softwares (grid `^?? GIMP`, next edits `^?? Paint.net`).
- AI used only for basic help of syntax LUA code (contain too some bugfixes).
- Used AI models and tools: ChatGPT (GPT-4o, GPT-5), Gemini (Gemini 2.5)

## Download:

<https://codeberg.org/MatyasP/archiplanner>

## Issues

<https://codeberg.org/MatyasP/archiplanner/issues>

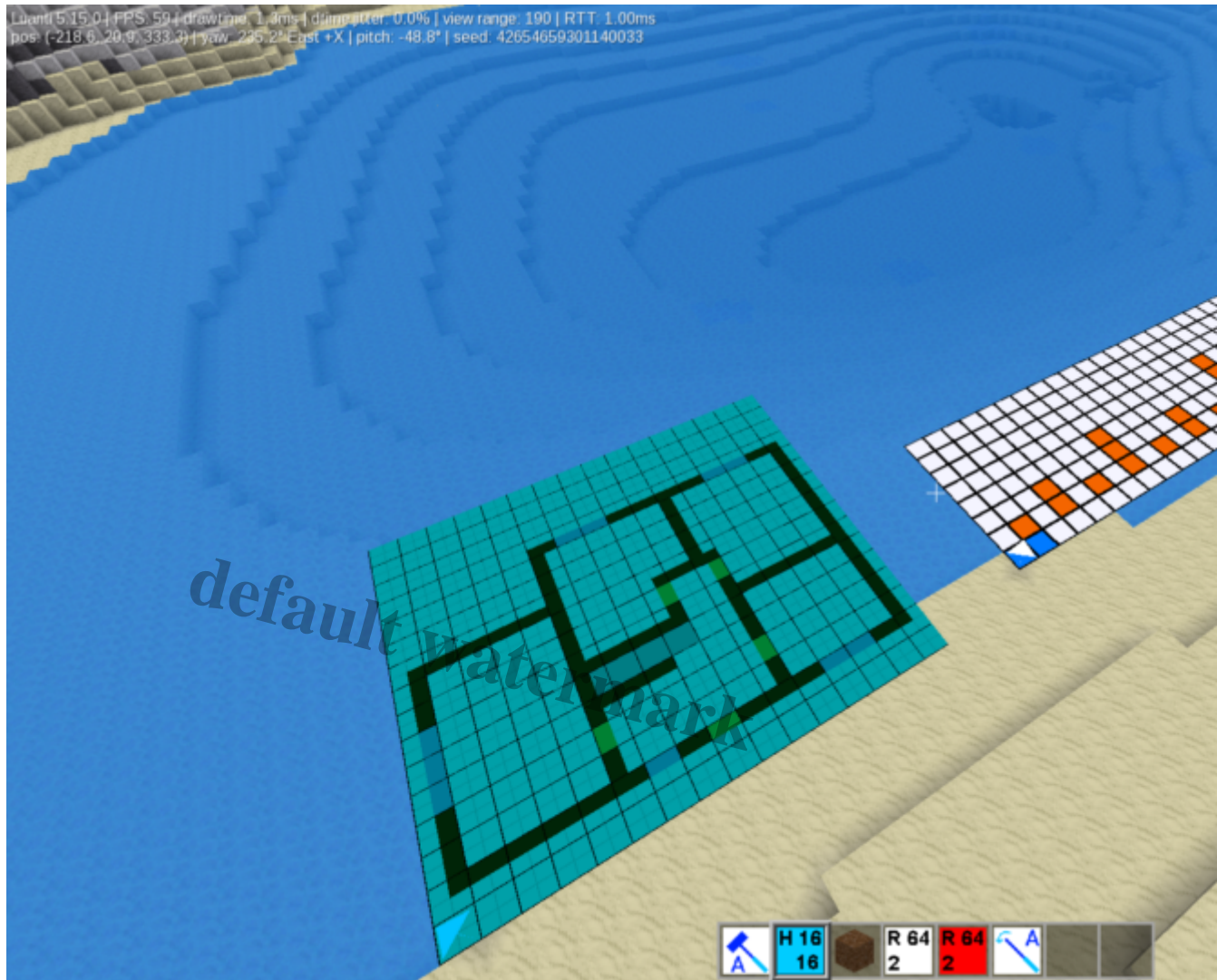
## Knowned issues

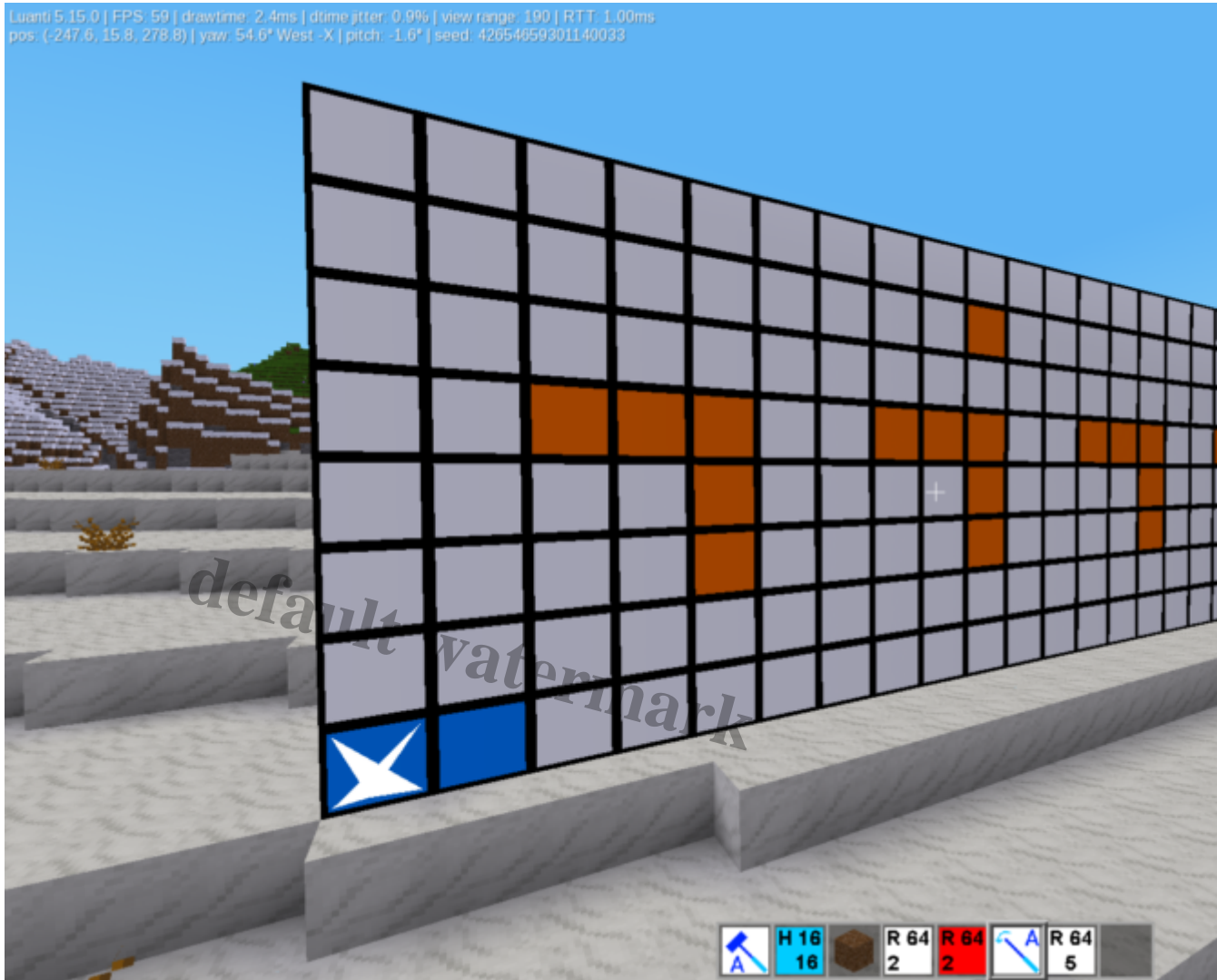
- actually none

Coloring not only double triangle but too main plain isn't a bug.

## Screenshots







Plan for building house

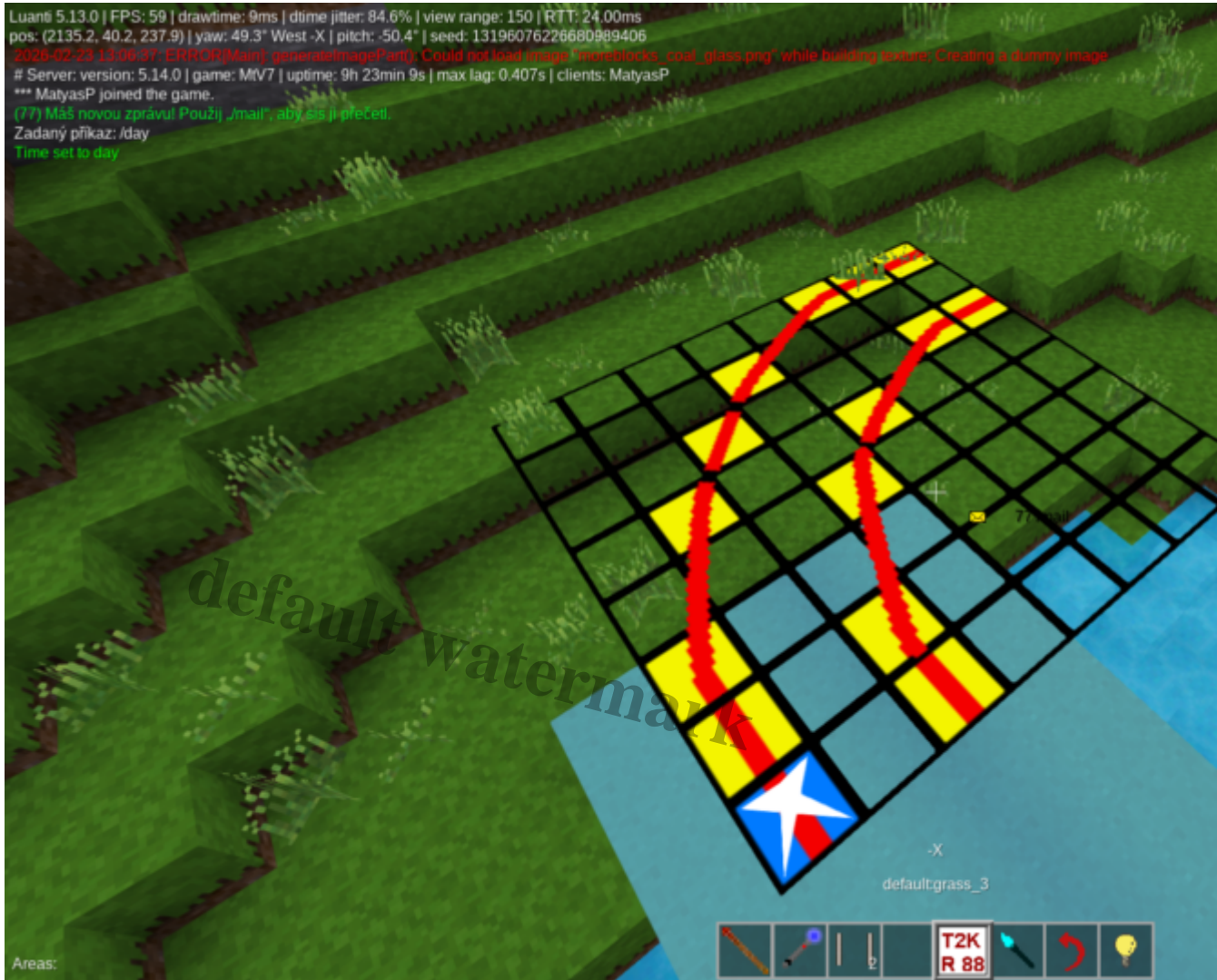
1.

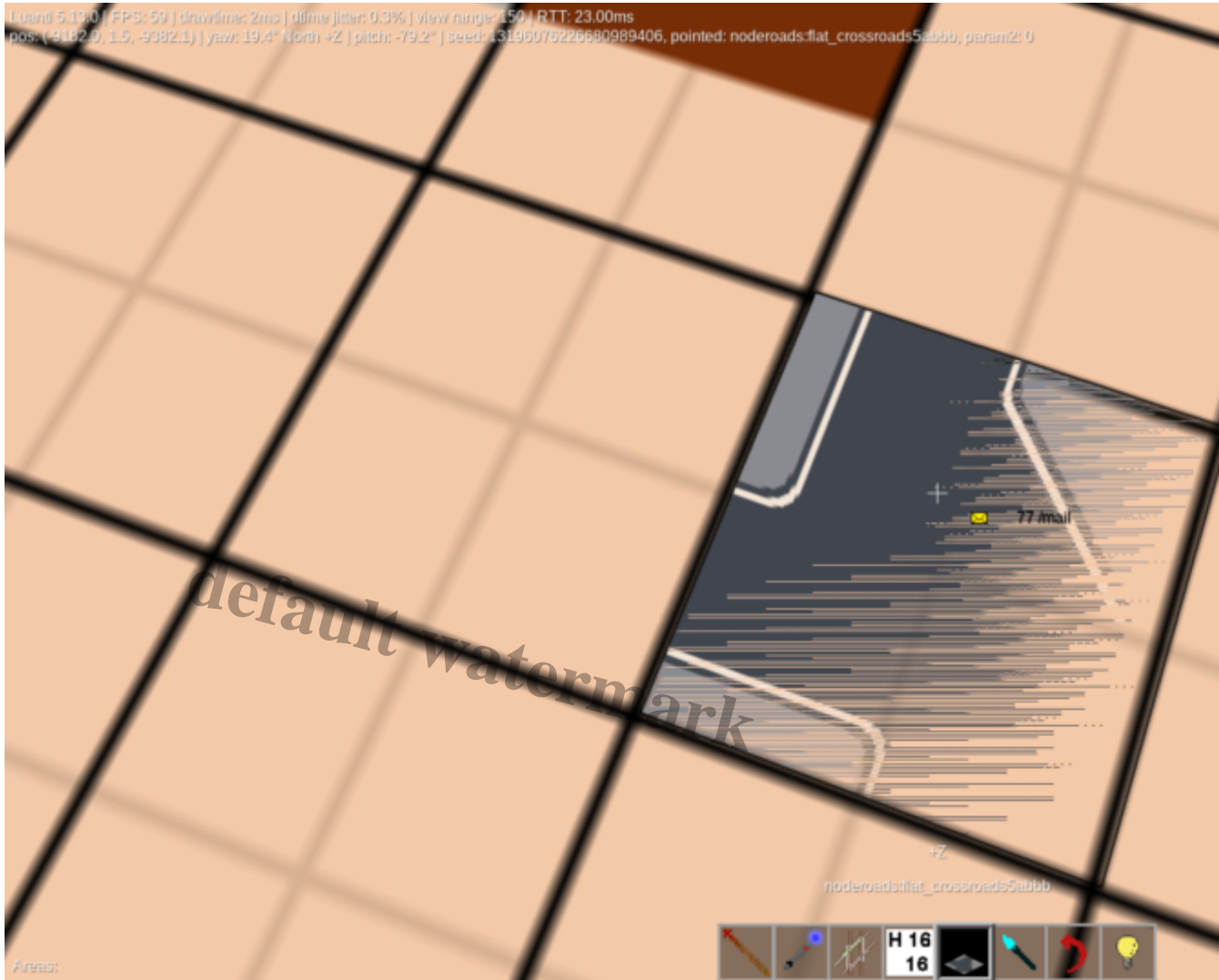
Colored plan for building house near "Ruler" with 2^ block design

Vertical placed ruler with 5-block design

1.







Plan for curve of two-track tramway line

- 1.

Detail of plan for curve of two-track tramway line

- 1.

If you use too `noderoads`, it isn't recommended placing flat roads to node which is under square or rectangle of `archiplanner` due Z-fighting (graphic overlay in the same height). Technically it isn't problem, only for design it isn't good.

- 1.

## Changelog

Changelog

## 10101 **First public release**

## 10102 **First release for CDB**

- deleted release from mod.conf
- added mod website to readme

## 10103 **support rename of mod title and desc**

- changed locale files, now supports translate of mod title and desc

## 10104 **readme small change**

- specified used AI model
- Used AI models and tools: ChatGPT (GPT-4o, GPT-5), Gemini (Gemini 2.5)

## 10105 **bugfix (fromtexture\_register\_archiplan)**

- repaired
- in
  - function archiplanner.fromtexture\_register\_archiplan
- from
  - local name = archiplanner\_..hname
- to
  - local name = archiplanner\_..hname..s..sz..\_..v

## 10106 **Buxfix of bugfix before repaired function archiplanner.fromtexture\_register\_archiplan**

- some repair in it

## 10107 **changelog, repair register function of simple, support alpha clip**

- repaired
  - in
    - function archiplanner.fromtexture\_register\_archiplan
  - from
    - local name = archiplanner\_..hname..s..sz..\_..v
  - to
    - local name = hname..s..sz..\_..v
- added aliases for house (last rows in plans.lua)
- added
  - to main register function

- use\_texture\_alpha = clip, added changelog

## 10108 Bugfix of core.register\_alias

- removed dash before end of using function
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## next idk

- changed changelog to .md  
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Prosím, zatím si projďte verzi v angličtině, překlady do češtiny zpracuji dodatečně.

## Datum vytvoření

22 února, 2026

## Autor

admin