

The Hexhog tabletops system that allows smooth vertical rises in elevation, and the resulting geometry can become complex. A sheer cliff, a mesa, a rocky outcrop all have specific geometry that needs to be accounted for in the piece roster. This guide will help understand the pieces in the set.

Thinking about a future looking naming system - we came up with the following structure:

<Set ID>-<Short Name><Model ID>-<Geometry ID><Mirrored>-<version>-<modifiers>

Example:

HH-A01-000000-v1-hollow-supports.stl

**Set ID** - Two letter code that identifies the Hexhog set which the piece belongs.

- HT - Hexhog Tabletops Terrain System
- HH - Hinterland Hills
- RR - Rambling Roads
- CC - Calamitous Cliffs & Crags

**Short Name** - Code which describes the piece. These names are used in build guides and descriptions. Some common short names and their meanings:

- A: 0 rises all around (aka flat pieces).
- B: have 1 raised corner
- C: have 2 raised corners
- D: have 3 raised corners
- E: have 4 raised corners
- F: have 5 raised corners
- G: two raised corners and one adjacent lower raised corner.
- H: one raised corner and two adjacent lower raised corners.
- L: long side table half-hexagons
- S: short side table half-hexagons
- M: long side pieces that change elevation by a step
- T: short side pieces that change elevation by a step
- U / W / X: These edge pieces transition from a tabletop to a terrain feature.
- X: This is the hextip for hexagonal tables

**Model ID** - This integer shows which particular piece of geometry this is. For example, A04 would be the 4th A piece in a set.

**Geometry ID** - This is a 6-digit number that describes the overall shape of the piece. It's somewhat redundant with the "Short Name", but geometrically descriptive. This number is generated by identifying the highest point and travelling clockwise - labelling the height of the rest of the points in sequence. Ensure the highest possible number is selected.

For example - C01 in hinterland hills has 2 1 point rises - resulting in an integer value of 110000. An E piece in Calamitous Crags has 4 2 point rises - yielding the value 222200.

**Mirrored** - A “m” in this place means that the piece is mirrored from the base piece. As a service, Hexhog Tabletops has mirrored all the pieces with symmetrical geometries.

**Version** - vX is our version tag, where X is an integer showing the version of the object. If we identified an issue with the file (holes in wrong location) - we would increment this number and announce a change.

**Modifiers** - The final piece of our name are the modifiers. We include these to let you pick the best piece for your printing setup. Some common modifiers are:

- Standard - this is the base piece, suitable for FDM printing
- Hollowed - Hollowed piece, not supported
- Supported - piece has supports to support resin printing
- FDM supports - piece has supports to support FDM print