Features of Wilbur vs. Features of Fractal Terrains

	Wilbur	Fractal Terrains
1	All height fields are flat internally, but some trickery happens in some functions to pretend that they're spherical.	Works with spherical height fields only (worlds).
2	Outputs to many odd file formats, including ancient image formats like PCX.	Outputs to only a few select file formats such as BMP, JPEG, VRML, CC3, and MDR (a binary raster format for Wilbur).
3	Only has CC2 file export; export consists of only a simple set of black outlines.	CC3 file export can include filled contours, a scale bar, a map color key, and a compass rose, all with a few mouse clicks.
4	Works with a generate-edit-save technique. Once a map is generated, zooming in or out to a different detail level requires regenerating all the editing and other changes made to the file. May cause different effects.	Works with an edit-save-load technique. Zooming in and out to different levels of detail loses no data.
5	Maps can only be saved to a raster format. Saving to a .srf file doesn't save any editing changes. To restart work requires applying editing changes again.	Works with its own native file format in addition to some others. This format includes the changes from editing as well as the world parameters.
6	All map generation and editing takes place in the Plate Caree map projection (a projection with extreme distortion near the poles). Other map projections are pretty much an afterthought and can only give a BMP file.	Map projections are fully and natively integrated into all aspects of Fractal Terrains. Editing and display can take place in many different map projections. These projections apply to CC3 and other file type exports as well.
7	Only supports basic map projections.	Provides option for interrupted map projections.
8	Works with altitudes only. It's possible to use the lighting model to generate some latitude-based coloring changes, but nothing much else.	Keeps track of altitudes, temperatures (based on planetary parameters and altitude), rainfall, and climate (based on rainfall and temperature). The altitude, temperature, rainfall, and climate maps can all be seen on the screen or output as image files / CC3 maps.
9	Includes a large suite of image-processing functions to manipulate the data set.	Has a limited number of post-processing functions. The most common functions, such as exponent (for making continental shelves) are included internally and the user never sees them.
10	Has a large "documentation file" that is woefully out of date.	Has online help in the product. Also has a fair amount of discussion in ProFantasy's Tome of Ultimate Mapping..
11	Map data is generated once internally at final resolution. All changes occur at that resolution. Most machines choke on a world larger than 8000x4000.	Fractal parts of map data are generated dynamically during all map operations. User editing data layers are fixed in size, but are interpolated to give a final fractal+user editing

Features of Wilbur vs. Features of Fractal Terrains

	Wilbur	Fractal Terrains
		potentially on the order of 100000+ pixels wide.
12	Provides only one image overlay.	Provides multiple image overlays.
13	Editing tools work only on altitudes.	Editing tools are available for altitudes, temperatures, rainfall, climates, and image overlays.
14	Available in 32-bit and 64-bit versions.	Currently only available in 32-bit version.
15	Computed rivers are just drawn on the image once at computation time.	Computed rivers can be output to images and to CC3. River details computed statically are displayed with complexity proportional to map size and zoom.
16		Provides option for grids on maps.
17		Provides option to store list of named views.
18		Allows export of multiple image files with a single command.

In short, Wilbur and Fractal Terrains are two tools that share a few common features (and some of the same code). Wilbur was devised to be a testbed of features for the author to use for many purposes, not just maps. Wilbur does many sorts of import/export and image processing features that aren't particularly relevant to mapping. In fact, its primary point of interest to the CC3 community (the ability to generate CC3 maps) is very primitive.

Fractal Terrains was devised with the goal of being a world map generating tool. That's pretty much all it does. It generates maps in varying forms (icosahedral maps, VRML globe maps, CC3 maps), but doesn't include all the frills that make Wilbur so, ah, interesting to use. The maps that come out of Fractal Terrains can be used immediately for gaming or other purposes or embellished within CC3. The primary focus of the editing tools is related to generating terrain, not just generalized height field editing. The primary output tool is intended to be the CC3 output format.

2013-04-17