

Welcome to this Solarus Ebook about

How to do this : Work with Solarus...

Intermediate Guide

« This book is still under construction »

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About this Ebook and the Creator of It

This document can be used as a basic intermediate guide using Solarus Game Engine. When we say as an intermediate guide, we assume that you know how to install and use a software, open windows, create and save some files, use a mouse, use a keyboard, copy and replace some files, etc.

**In this guide we will use the software:
"Solarus version 1.5"**

About the Author

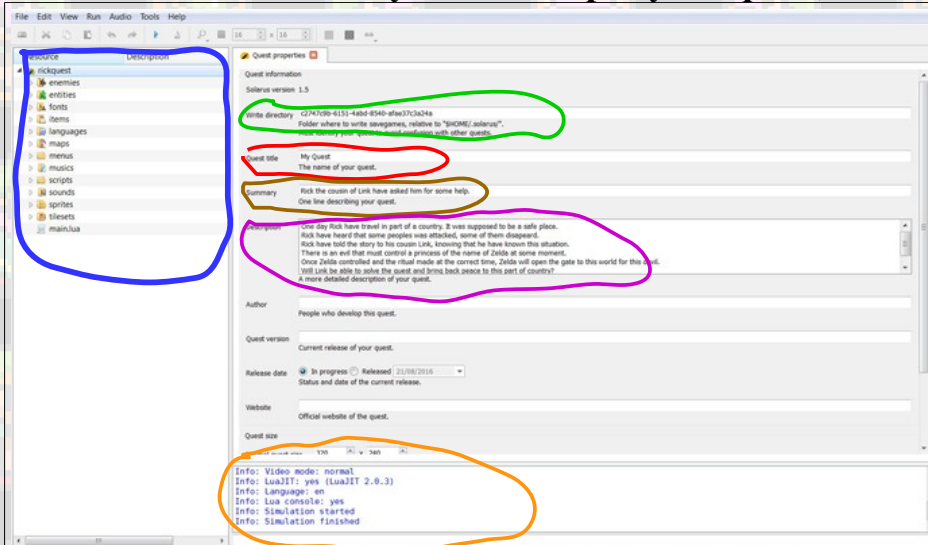
Trough the years, the author have created many free pdf guides. This made with the acceptance and authorizations of peoples, for doing some printscreens images to put into the pages. He have created some free pdf guides oriented for the software Futurepinball, a basic Milkshape3d pdf guide; and have created some readings for other subjects. The comments of the peoples about these said, they are easy to understand; and fun to learn.

The author hope that this book will help you have fun with this great software that is called Solarus. The author want to give his thank's to the many peoples that have contributed there time, in this personnal free project. Without them it would not have been possible.

Thank's to all, and have a nice reading!

How to create a quest

First you go at the "Top Text Menu" where it is written (File), then from it you choose (New Quest). It should then ask where you want to put your quest, after a quest properties will open looking as this:



In (Blue) it is the tree of your components making the game.

In (Green) is where you give a unique directory name, for game saving informations.

In (Red) is your quest title, it is also the title you see in a window when you run your quest.

In (Brown) is a brief description of your game

In (Purple) is a longer description of your game.

I'm sure you have guessed the rest. For «Quest Size » just leave it to it's default state (320 by 240) at this time.

In (Orange) is the infos that Solarus give, i would call it the « Actions Infos » since Solarus do some actions and give infos.

Replacing your game ressources by the ALTTP package

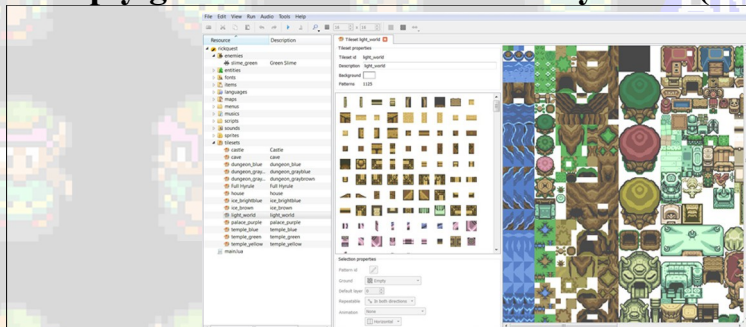
For this you should first know where is the new quest you just have created. Then simply unzip the Zelda ALTTP package, the files should already be in it's own repertoire. Note that Solarus must be closed before replacing the files.

After simply copy all the the directory's to the place that have all the same directory's. If your computer ask to "Replace" then just say Yes!

After you should re-open again your quest of Solarus. In the Solarus Quest Maker you should notice the "Tree" that have the files. If in a directory you see some file that have some (Question Mark) as " ? ". Then with your mouse point the file and right click to see some menu appear, it should have the option as "add.....". Once done the (Question Mark Icon) should change to some (Wooden Artistic Palette).

Tilesets example in Solarus

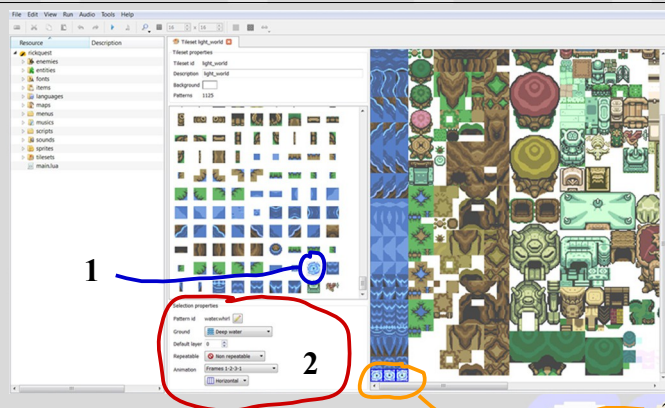
Simply go to the "Tilesets Directory" and (Double-Click) on a name. Here "Light World" have been double-clicked.



When you create a map where the player move, it have some informations like if the tile is « Lower » of the player, or if it's at the « Same Level » of the player, or if it is « Above » the player.

An example : I could say is that (Grass) would be « Lower » then the player, some (Tree Body) could be at the same level of the player; and the (Clouds) would be higher of the player. Some tiles can act differently like some tree, the player could decide to pass in front or go at the back of it.

Tileset Properties example



On this image i have clicked with the mouse some « **Swirl** » tile near some bird (1).

Where it is circled (2) it is the « **Tile Properties** » of what is clicked.

Pattern ID : is the (Unique) name of the tile.

Ground : indicate what type of ground it is, in this example the ground is (**Deep Water**) wich mean the player Link must have some (Palm Item) to be able to swim in the (Deep Water).

Repeatable : indicate when you put the tile on a map, if you can draw the tile many times by dragging the tile; like using with some shortcut keyboard keys. If you want you can try to put a tile on your map that is « Repeatable », and a tile that is not Repeatable, just to figure the difference.

Animation : Here the (**Swirl Clicked**) is animated, it say it goes from the (**frame 1 to 3**) then return to frame 1 to loop. You can see (3) the frames 1 to 3. It also say's that the next frame is (**Horizontal**) of the first frame.