

# Array Editor Documentation



For questions, comments, suggestions, bug reports, and feature requests please email the developer Arthur Baney at [azbaney@gmail.com](mailto:azbaney@gmail.com).

Array Editor lets you edit 2D array initializations in C++ and Java.

## Controls

Button	Function
Left Mouse Button	Paint brush
Right Mouse Button	Deselect brush tool
Middle Mouse Button	Drag the view around
Arrow Keys / WASD	Move the view around
ESC	Exit the editor

## Toolbar Buttons

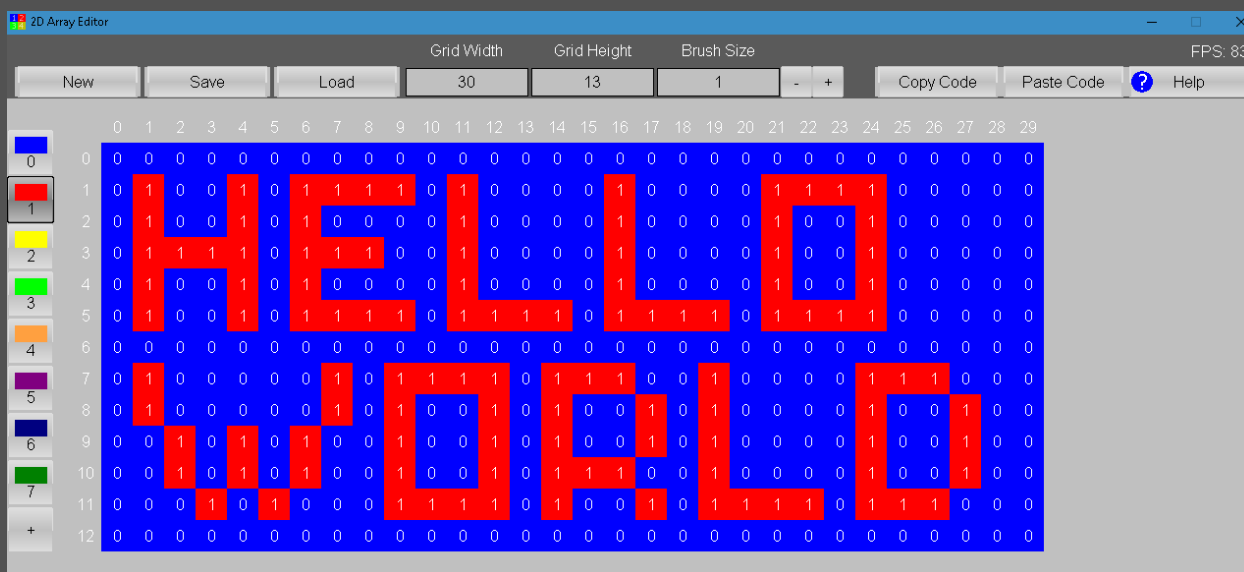
Button / Input	Function
New	Clears the array to be all zeros
Save	Save array file that can later be reloaded into this program. Does not currently support saving brush tools.
Load	Load a saved array file
Grid Width	Set the width of the grid in number of cells
Grid Height	Set the height of the grid in number of cells
Brush Size	Set the size of the brush when painting
Copy Code	Copies the current array to the clipboard
Paste Code	Pastes an array initialization stored in the clipboard, can be copied from Java or C++

## Example Code

**This code:**

```
int background[13][30] = {
{0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0},
{0,1,0,0,1,0,1,1,1,1,0,1,0,0,0,0,1,0,0,0,0,1,1,1,1,0,0,0,0,0},
{0,1,0,0,1,0,1,0,0,0,0,0,1,0,0,0,0,1,0,0,0,0,1,0,0,1,0,0,0,0},
{0,1,1,1,1,0,1,1,1,0,0,1,0,0,0,0,1,0,0,0,0,1,0,0,1,0,0,0,0,0},
{0,1,0,0,1,0,1,0,0,0,0,0,1,0,0,0,0,1,0,0,0,0,1,0,0,1,0,0,0,0},
{0,1,0,0,1,0,1,1,1,1,0,1,1,1,1,0,1,1,1,1,0,1,1,1,1,0,0,0,0,0},
{0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0},
{0,1,0,0,0,0,0,0,1,0,1,1,1,1,0,1,1,1,0,0,1,0,0,0,0,1,1,1,0,0},
{0,1,0,0,0,0,0,0,1,0,1,0,0,1,0,1,0,0,1,0,0,0,0,1,0,0,1,0,0},
{0,0,1,0,1,0,1,0,0,1,0,0,1,0,1,0,0,1,0,0,0,0,0,1,0,0,1,0,0},
{0,0,1,0,1,0,1,0,0,1,0,0,1,0,1,1,1,0,0,1,0,0,0,0,1,0,0,1,0,0},
{0,0,0,1,0,1,0,0,0,0,1,1,1,1,0,1,0,0,1,0,1,1,1,1,0,1,1,1,0,0},
{0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0},
};
```

**Yields this image when pasted in Array Editor:**



# Fast Importing of Shoreline-Type Tiles

If your tiles look something like this:

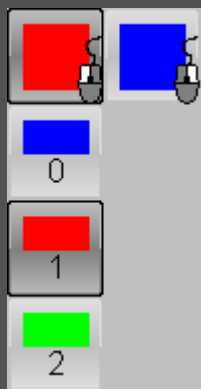


where you have a center “full” tile and then outer “shoreline” boundary tiles surrounding it, you can quickly import all the tiles at once by using the following naming convention for your file names. Doing this will allow you to select the “land.tga” file and it will automatically load the rest of the files. You can replace “land” with whatever name you would like to give the tile image, just keep what comes after it the exact same.

You can also exclude any images you do not need and they will not be loaded, for example if you are making a platform game and don’t need lower, lower left, and lower right sprites, you only need the upper and side ones, you can only include those files that you need and it will only load those files.

Tile Image	Tile	Filename
	Center	land.tga
	Upper Left	land_left_up.tga
	Left	land_left.tga
	Lower Left	land_left_down.tga
	Lower	land_down.tga
	Lower Right	land_right_down.tga
	Right	land_right.tga
	Upper Right	land_right_up.tga
	Upper	land_up.tga

# Brush Tools



The brush tools allow you to select what array value is set when pressing the left and mouse button over the array. Array values are color coded to make it easier to see their different values without reading the numbers. The colors can also be replaced with images you want them to correspond to.

The two buttons at the top allow you to select which mouse button you want to change the brush value of, the left and right buttons corresponding to the left and right buttons on your mouse. The vertical list of buttons underneath allows you to set these values. To add an image to one of these values, right click on the button for it and select "Load Image".

# Select Tool



The select tool allows you to select a rectangular region of array elements and copy, cut, paste, delete, and move all the elements selected. To use the select tool, click the select tool button, and then click and drag the mouse cursor to highlight the elements you want to select.

You can then use the following controls to manipulate the array elements:

ctrl + c	Copy selected array elements
ctrl + x	Copy selected array elements and clear them to zeros
ctrl + v	Paste array elements copied using ctrl+c or ctrl+x
del	Clear selected array elements to zeros
arrow keys	Move selected array elements