***Map Editor Basic Help***

Starting a new map

To start a new map click file then new in the main window

Saving a map

To start a new map click file then Save in the main window

Loading an existing map

To start a new map click file then Load in the main window

Closing the map editor

To start a new map click file then close in the main window

or the X symbol in the top right

***Image Palette Help***

Showing and Hiding the Image Palette

To show or hide the image palette click window then Image Palette in the main window

or the Hide symbol in the Image Palette

Creating a new Image palette

To create a new image palette click File and then New in the Image Palette.

Saving an Image palette

To save an Image palette click File and then Save in the Image Palette.

Image palette are also saved when the editor closes and are reloaded when the editor is reopened as a ‘last used’ palette

Loading an existing Image palette

To load an existing image palette click File and then Load in the Image Palette.

Importing images

To import images click Import Images in the Image Palette

or the Drag&Drop them into the Ungrouped Images section

Creating groups

To create new groups click New Group in the Image Palette

Renaming groups

To rename groups click ... in the Image Palette this brings up a text box that a new name can be entered into.

... can be pressed at any time to hide this text box

Deleting groups

To delete a group click the red X in the Image Palette beside the group you want to delete

*\*Note\* images in group will return to ungrouped when group is deleted*

Collapsing and uncollapsing groups

To collapse and uncollapse a group click on the name of the group by default Group in the Image Palette

Putting images in groups

To put images in groups drag the image from the ungrouped section into the group in the Image Palette

***Map Creation Help***

Map Resizing

To resize the map enter a new width and height into the textboxes in the Map size module then click resize map

*\*Note\* Maps can be larger than the sizes shown, to access other parts of the map you can traverse the map using the map offset*

Map Movement (Offset)

To shift the map portion currently in view enter a new x and y position into the textboxes in the Map offset module then click change offset

These can also be changed by using the + and - keys beside each textbox

Image Resizing

To resize the image enter asize into the textbox in the Image size module then click change Size

*\*Note\* this only changes the image size in the map editor for easier viewing, this has no effect on the map itself*

Map ‘Painting’

To ‘paint’ the map select the image in the palette (a border will surround the currently selected image)

Then click on the map and drag over the squares (tiles) where you want the image to appear.

Single squares (map tiles) can be painted by individually clicking on them with an image in the palette selected