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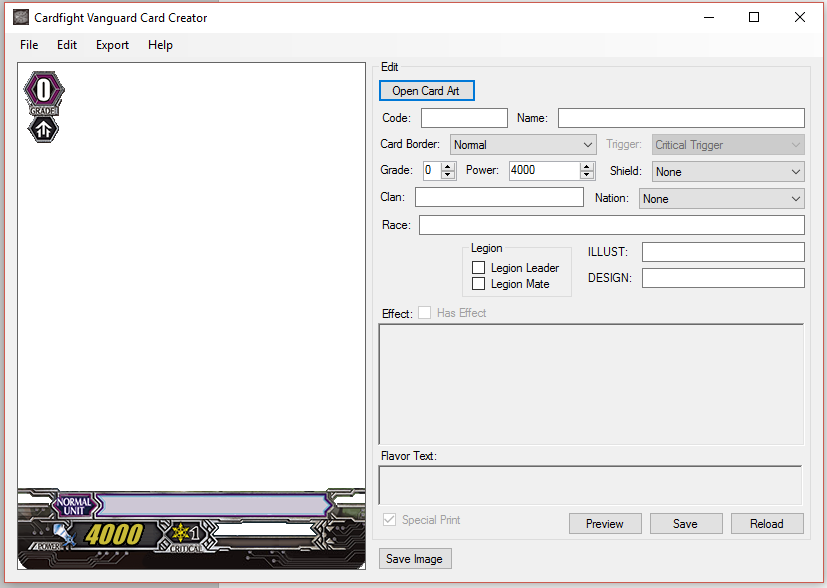
[External Program Documentation 11](#_Toc470123200)

[Nation 11](#_Toc470123201)

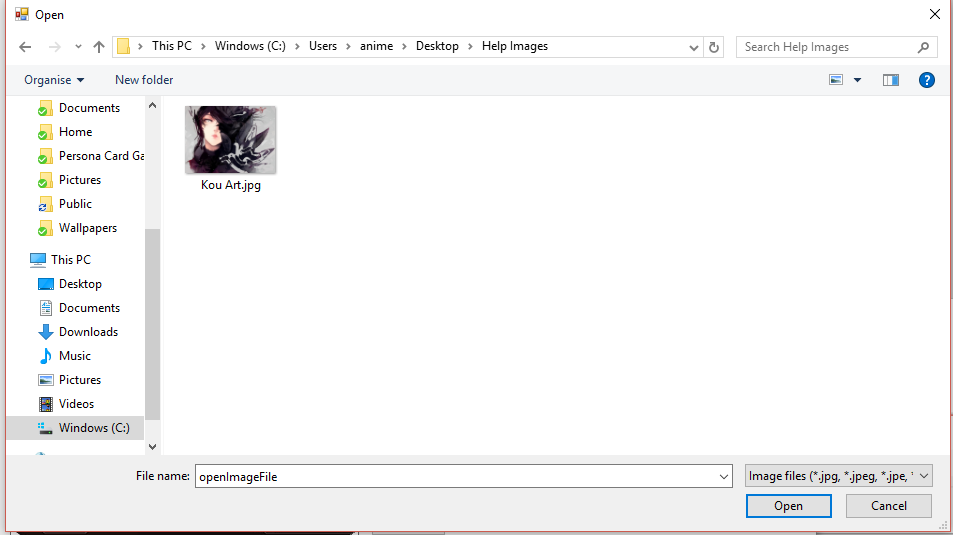
[Effect 11](#_Toc470123202)

# Help Documentation

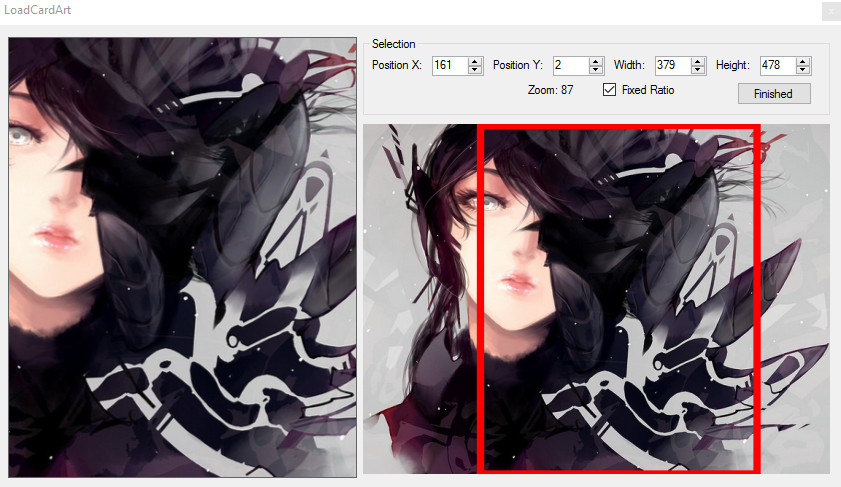
## Cardfight Vanguard Card Creator

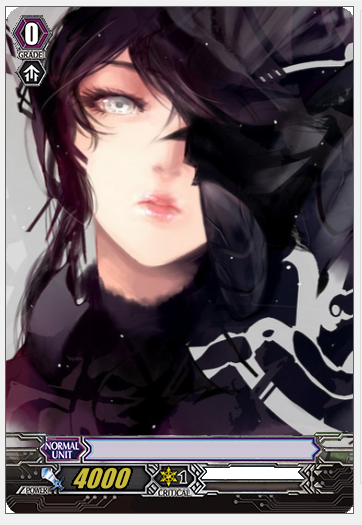


## Open Card Art

 The “Open Card Art” press thing is the top most press thing. It lets you to open a picture for you to use. Find the image that you want to use for your card and open it.

The image you pick will fit into the picture on its own. Though make sure to pick a bigger picture for a better image.

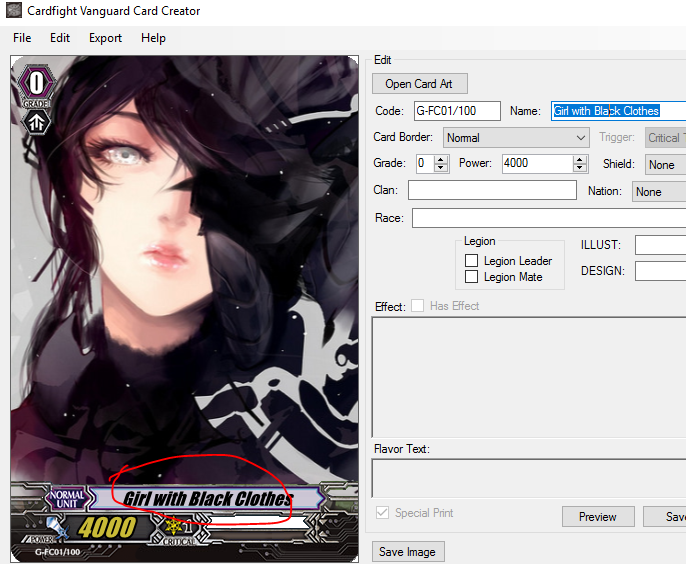
Once opened it will show a screen for you to change the picture. You can look in and out of the image. You can also move the image around. The left picture will show you what will be shown on the card. The red lines let you move the part of the picture to show. The red lines won’t let you move it outside of the picture.



## Code

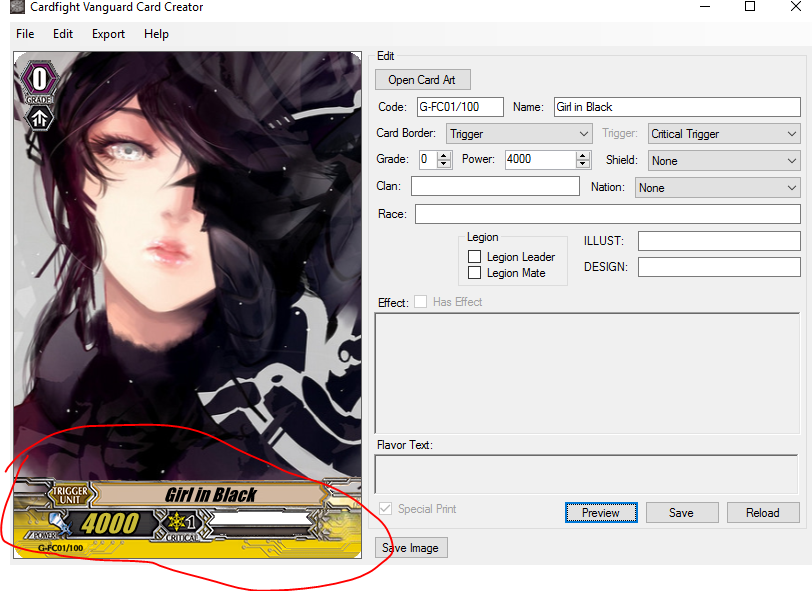
This box tells it what to show in the bottom left of the picture. You just enter in what you want and it'll show up but it can only show 15 Letters, Numbers, and Spaces. You can see it in the picture on the left with a red circle around it.

## Name



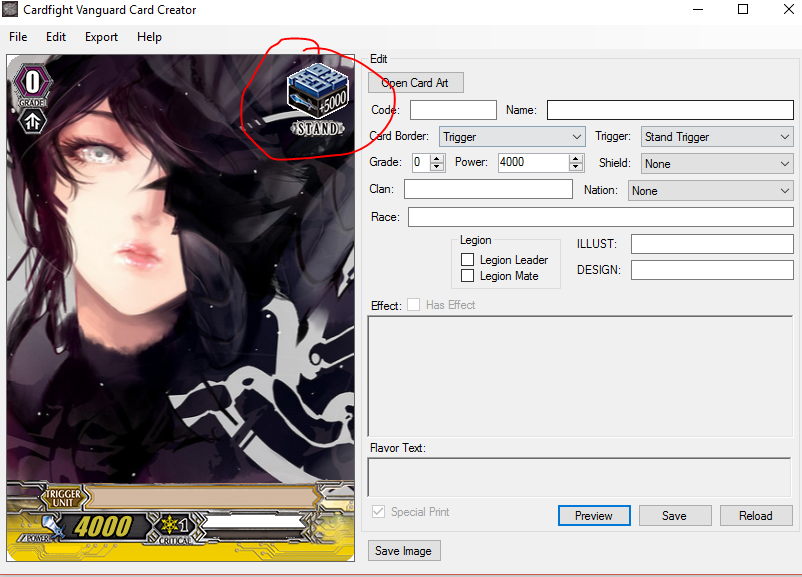
This is the name of the card you want to make. You should be careful with long names because it might go outside of the box in the middle, and that would make the picture not look very nice. If it doesn't go outside the box, it might make it look really pressed in and that won't look nice either.

## Border



This is the box of the card you can choose from 4 Boxes that are chosen in the drop down box. You can choose Kind of Dark Blue, Yellow, Red, and Green each with the kind of card it is on it as well. You are not able to add more kinds because the real game only has 4, and I won't add more unless the real game gets more.

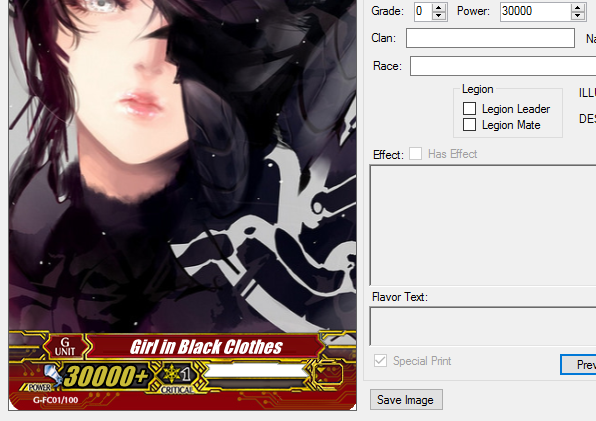
## Trigger

You can only use this if you are using a yellow box. If you are not using a yellow box, you cannot use this box to put in a picture you want. You can choose from a yellow star, red box, blue box or green box to put in as your picture.

## Grade

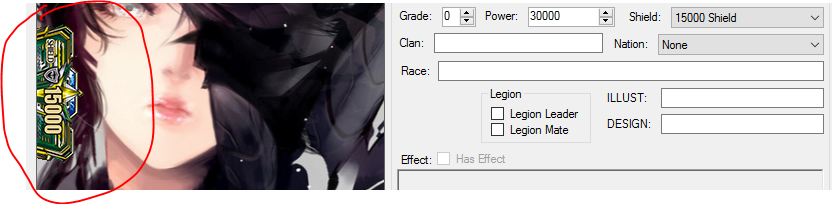
This is the position of power for your card, that tells many people when they can start to use your card after a set number of turns. In the real game, it is normal for higher position of power to have higher power. In this box you can choose up to 5 positions of power. There is 0, 1, 2, 3, and 4. The number 4 picture will change if your box is red or green givng it some gold.

## Power



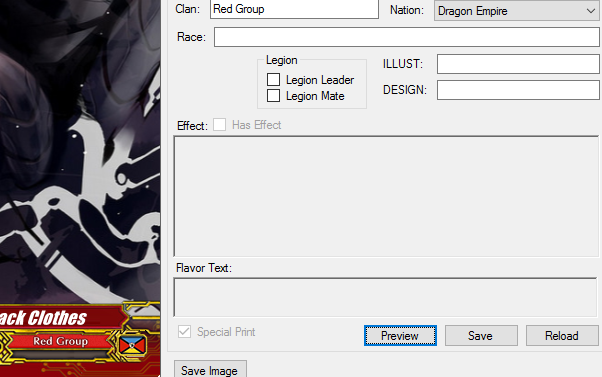
This box lets you put in a number up to 99000 and if you have a red box then there will be + at the end of the number. This is the power of your card.

## Shield



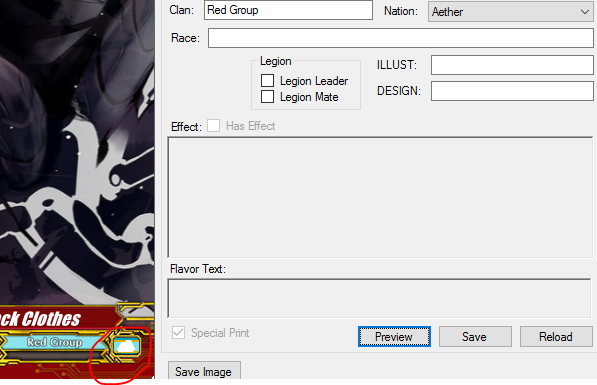
This is the guard power of your card, you can only choose 5 kinds of pictures for this to put in. You can have no picture, special 0, 5000, 10000 or 15000 for the picture. The 15000 image is in the real game used with the green box.

## Clan



This is the group your card is from, in the real game there are a lot of groups you can choose from. You can also make your own group by putting in your own words. This card is from the "Red Group". You can only have a group if your card has a larger group it is from.

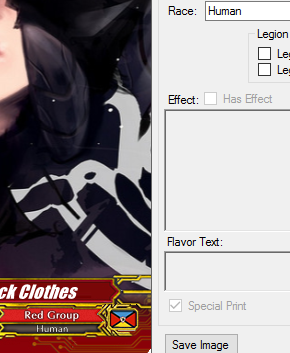
## Nation



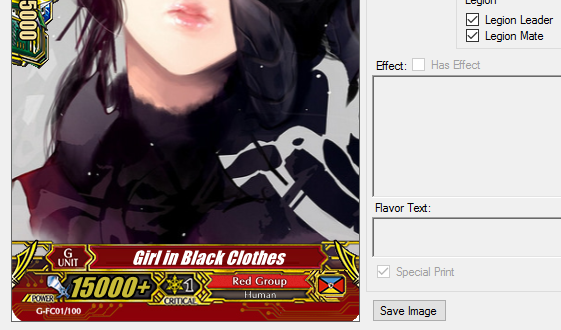
This is the bigger group your card is from, in the real game there is only 6 groups but you can add in more groups. Though be careful as you might not be able to use the card maker again if you break it. In this one, there is seven groups because one of them is a larger group from the card game follow people. This is a light blue larger group.

If you choose a bigger group then, the picture of the bigger group will be shown in the bottom right of the picture.

## Race

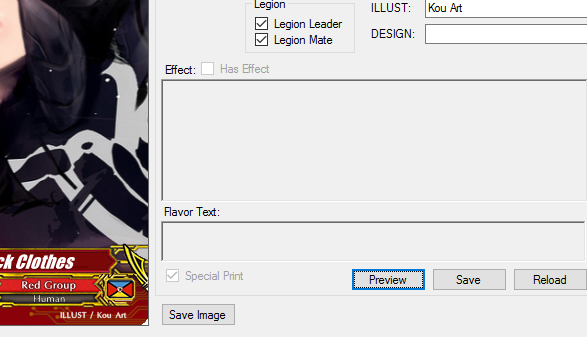
This is the kind of thing that the card is, there are many kinds of things in the real game. You can even put in your own kind of thing. You can even put in two kinds of things! You just need to use a '/' to show it. Be careful though, if you have a lot of letters in the kind of thing box it might get too pressed to see.

## Legion Leader/Mate



Here you have the team up leader or team up friend. The team up leader shows something on the left side of the picture and the team up friend shows something on the right side of the picture. You can also use both. You just need to choose both the Team Up Leader and Team Up Friend.

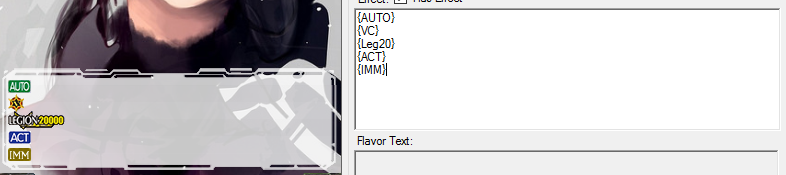
## Illust/Design



This is the name of your draw person, in other words you put the person you drew your card art for you here. Make sure you put in the name of your draw person! They should have the note for their great work. You should also make sure you ask the person before you use their picture for your card art. It's a very nice thing to do.

If you do not ask be careful when sharing it with everyone through the information sharer through your computer.

## Effect



This is your card's special power to be used in the game. You use it by writing in the words that you want to use. The real game uses words that mean important things in the game. These important words can be found here. The real game also uses images to show important things as well in the game. You can put the images on the card by using the funny lines '{' and '}' and words in between.

If you need to know what words do what things in the funny lines. If you know how to add in your own images, you can also change the words to make it easier for you. You can see here:

|  |  |
| --- | --- |
| Key | Image |
| [[ | 【 |
| ]] | 】 |
| {CB(X)} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Icon_CB.PNG |
| {CC(X)} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Icon_CC.PNG |
| {SB(X)} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Icon_SB.PNG |
| {SC(X)} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Icon_SC.PNG |
| {AUTO} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Ability_AUTO.PNG |
| {CONT} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Ability_CONT.PNG |
| {ACT} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Ability_ACT.PNG |
| {IMM} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Ability_IMM.PNG |
| {Critical} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Icon_Critical.png |
| {Boost} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Icon_Boost.png |
| {Heal} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Heal.png |
| {Intercept} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Icon_Intercept.png |
| {LB} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Icon_LB.PNG |
| {Legion} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Icon_Legion.png |
| {Power} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Icon_Power.png |
| {Rest} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Icon_Rest.png |
| {Shield} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Icon_Shield.png |
| {Stand} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Icon_Stand.png |
| {Twin} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Icon_Twin.png |
| {1/Turn} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\1-Turn.png |
| {GB1} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\GB_1.png |
| {GB2} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\GB_2.png |
| {GB3} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\GB_3.png |
| {LB4} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\LB_4.png |
| {LB5} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\LB_5.png |
| {Leg20} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Leg_20.png |
| {Leg21} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Leg_21.png |
| {Leg22} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Leg_22.png |
| {Link} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Link.png |
| {RF} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\RF.PNG |
| {G-Guardian} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\G-Guardian.png |
| {Stride} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Stride.png |
| {RC} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Symbol_RC.PNG |
| {GC} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Symbol_GC.PNG |
| {VC} | C:\Users\anime\AppData\Local\Microsoft\Windows\INetCacheContent.Word\Symbol_VC.PNG |

If you put in two small lines '"' on two sides of some words, then the words inside will turn red. If you put in two bent lines '()', the words inside will be bent. And if you want strong words that are bigger than normal you can use three little lines ''' in order to make it like that.

|  |  |
| --- | --- |
| Use | Formatting |
| " | Red Colour |
| () | *Italics* |
| ''' | **Bold** |

Spaces ' ' and Bottom Lines '\_' are used to cut up your words, images need to be their own word. If you use a space ' ' then it will move itself so that it fills up the line if you use Bottom Lines '\_' then it will stay next to the other word or picture.

## Flavour

This is the special words of your cards, it gives more special points to your card. Right now it cannot be used because I do not know how to add it in the right way.

# External Program Documentation

## Nation

The nations.txt file allows you to edit the nations available to you. There are 7 pre-programmed nations.

What you need to type in is the name of the nation, the image of the flag in the “Images/Nation/” folder, the colour of the nation background and the colour of the nation’s text both in hexadecimal. Make sure that you put a ‘|’ in between each one. Make sure that you end your nation with a semi-colon ‘;’ otherwise it’ll break the program.

An example would be:

|  |
| --- |
| Special | Flag\_Special.png | #ffffff | #000000; |

## Effect

As the effects are not programmed in yet, you are not able to add in more icons for the effect. Though you can edit the text file, any line starting with a hash ‘#’ will be ignored and for it to read properly you’ll require a semi-colon ‘;’. Having separate lines in the text file should not be required but is good style nonetheless.

On the left of the equals ‘=’ sign is the text you want to replace and the right has the picture you want to add into the image. Make sure you keep the text on the left to 1 word with no spaces.

|  |
| --- |
| {TextToReplace} = {Image}.{extension}; |