

```
//=====//
```

```
// Abbreviations
```

```
//=====//
```

What abbreviations are used and what they mean,

Sprite - spr

Sound - snd

Music - mus

Background - bgr

Path - pth

Script - scr

Shader - sdr

Font - fnt

Time Line - tml

Object - obj

Room - rm

Extension – ext

```
//=====//
```

```
// File name form factor
```

```
//=====//
```

[File type abbreviation]_[Folder/s it is contained in, minus any pluralization]_[File name]_[Special identifier or type]

For example say I have a sprite of an opening cut-scene, assuming that the folders are organized like this:

Sprite

 Menus

 Title

 {New file}

Then the F.N.F.F. (file name form factor) would be like this:

spr_menu_title_opening

If you have multiple opening cut-scenes, for example if one was a holiday version of the cut-scene, then you would use the field [Special identifier or type] like this:

spr_menu_title_opening_regular

spr_menu_title_opening_holiday

```
//=====//  
// Script/Instance creation code usage  
//=====//
```

Copy the creation code for the corresponding item and fill in the {} variables
Example:

(Copy from here V)

```
//-----//  
// Example item name  
//-----//  
// Example item description
```

example code;

(To here ^)

```
//-----//  
// Warp trigger  
//-----//  
// {x} & {y} are the coordinates of where the warp will bring you  
destinationX = {x};  
destinationY = {y};
```

```
//=====//  
// HUD's  
//=====//
```

If a HUD item is shaking around when the player moves draw the HUD item through the draw event
(you usually don't need to use the Draw GUI)

```
//=====//  
// Clipboard  
//=====//
```

```
//=====//  
//  
//=====//
```

```
//-----//  
//  
//-----//
```

```
//=====//
```

```
// Layers
```

```
//=====//
```

Layer numbers that are in use

1000004

1000003

1000002

1000001

-10000

-1316134912