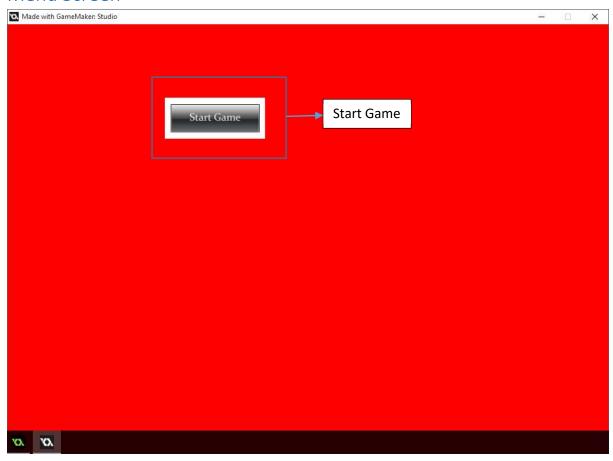
# RIGPR USER DOC - V1.6

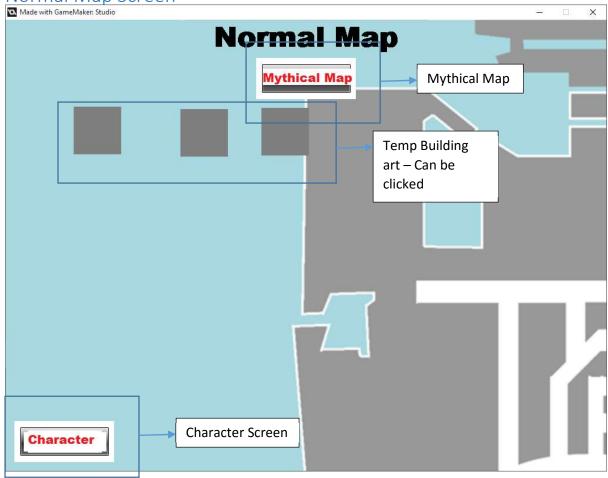
#### <u>Controls</u>

Left Click – Select

### Menu Screen



Normal Map Screen



#### **EDITOR**

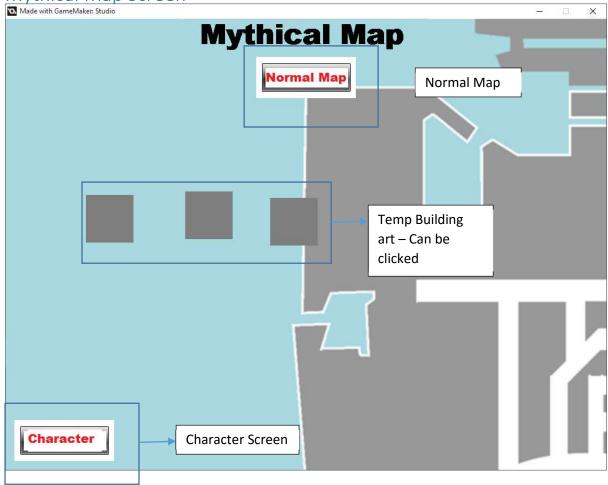
RIGHT CLICK - Add location

#### **EDITOR AND CLIENT**

MIDDLE MOUSE BUTTON – Hold + move mouse to Pan the screen around the map

LEFT MOUSE CLICK – If you click on a location, it will take you to that locations screen.

Mythical Map Screen
Made with GameMaker: Studio



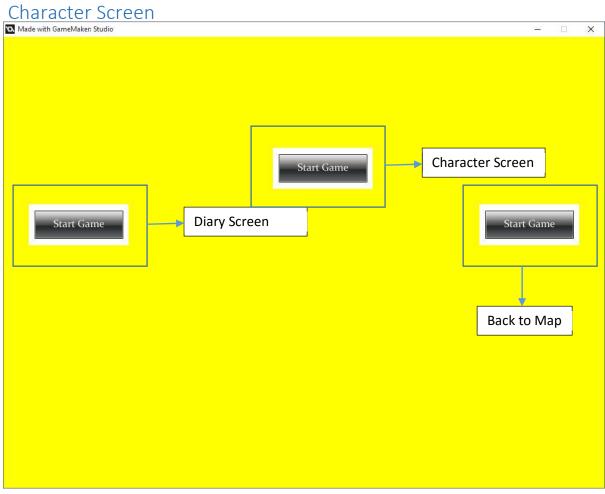
#### **EDITOR**

RIGHT CLICK - Add location

#### **EDITOR AND CLIENT**

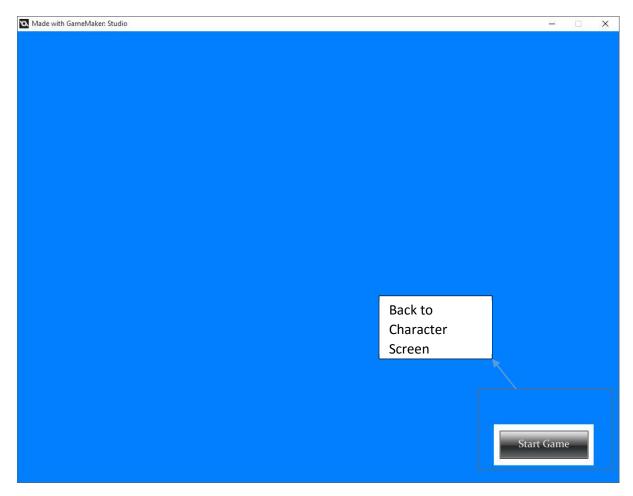
MIDDLE MOUSE BUTTON – Hold + move mouse to Pan the screen around the map

LEFT MOUSE CLICK – If you click on a location, it will take you to that locations screen.

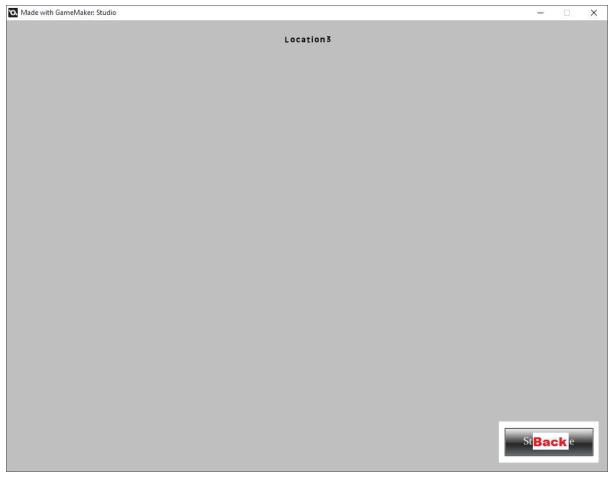




### Card Screen



## Location Add/View Screen



This screen will show the current location the user is clicking on, currently it is displaying the locations reference, but that can be changed later.

#### INI file – PLEASE READ

To get the ini files to work, you have to load the editor and create one (using right click on the map screen), it will automatically save them to the location below.

EDITOR ini File path: C:\Users\\*YOUR PC NAME\*\AppData\Local\Editor

To use them in the client (to show they display), you have to create a new folder called "Client" and place the ini file inside.

CLIENT ini File path: C:\Users\\*YOUR PC NAME\*\AppData\Local\Client