

Blorbsmacker

A tiny little utility for smacking around gblorb files.

Developed and released into the wild by: Savituro@openmailbox.org

Note: while this program is free and unencumbered by copyright, this document does have images that may be copyrighted by their respective authors.

TrapQuest is a game developed by Aika.

Six is a game developed by Wade Clarke. Images are used by permission.

Current version .03. This is very much a work in progress.

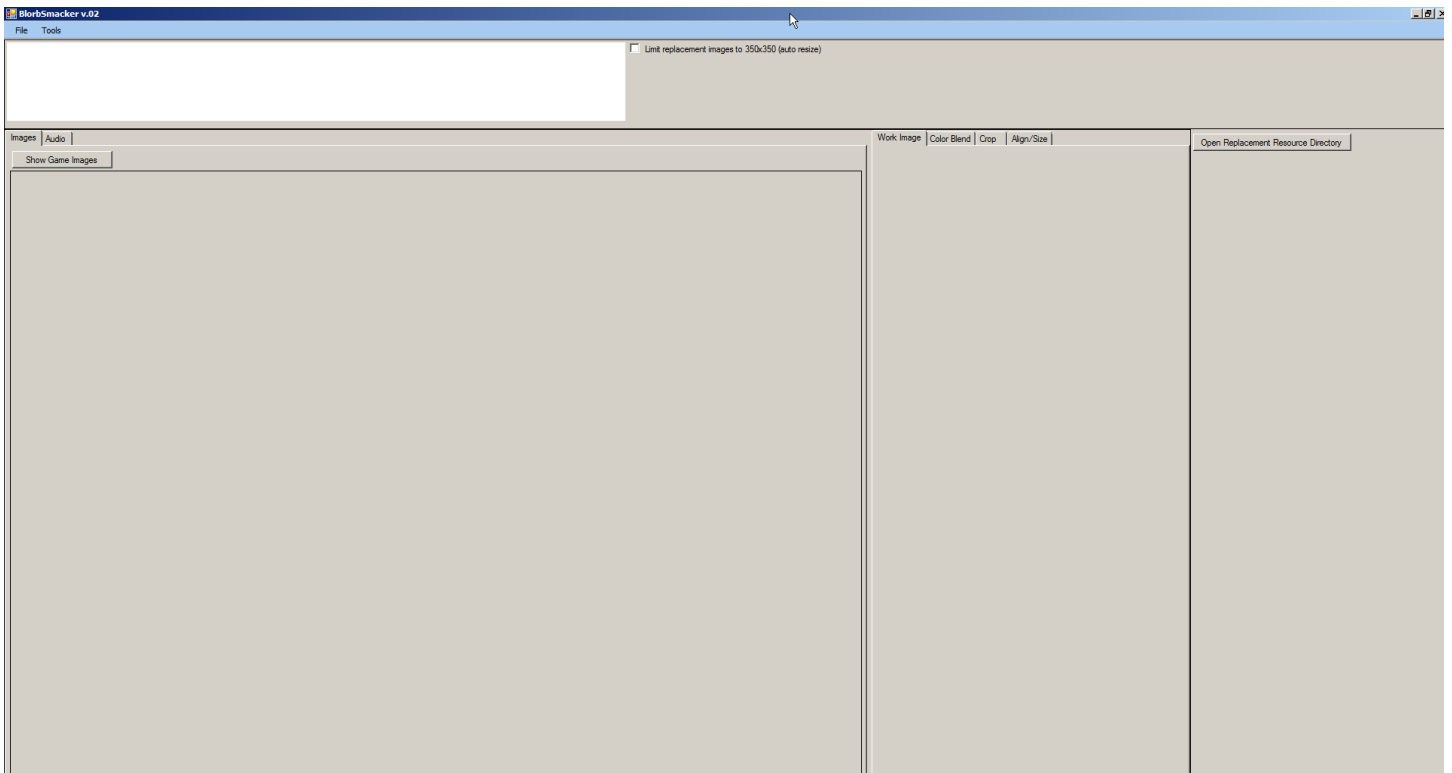
This program works best at high resolutions. Lots to fit on the screen.

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Basics



A debug log file is written to whatever directory you launch BlorbSmacker from.

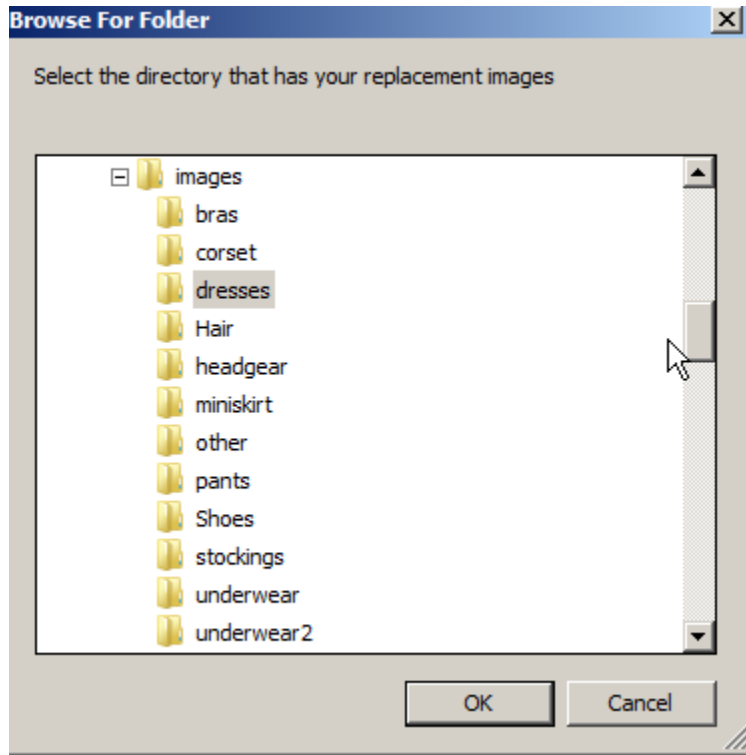
File Menu

Open – open a blorb file. BlorbSmacker will write a registry entry so it remembers the last location you loaded a blorb from. Opening a gblorb also triggers a routine that processes the file into usable data structures. You can only open 1 blorb file per instance of BlorbSmacker. If you want to edit a 2nd blorb file, close and reopen the BlorbSmacker.

Save – save a gblorb. BlorbSmacker will also remember the last location you saved to. Save often!

[Open Replacement Resource Directory](#) – Opens a directory where you have stashed images and sounds you want to use for replacement. Blorbsmacker remembers the last directory you opened for images and will default to that. Choosing a directory will load thumbnail bitmaps of each .png or .jpg in that directory into memory. In addition, audio files with an extension of .ogg, .aiff and .mod files are shown as thumbnails.

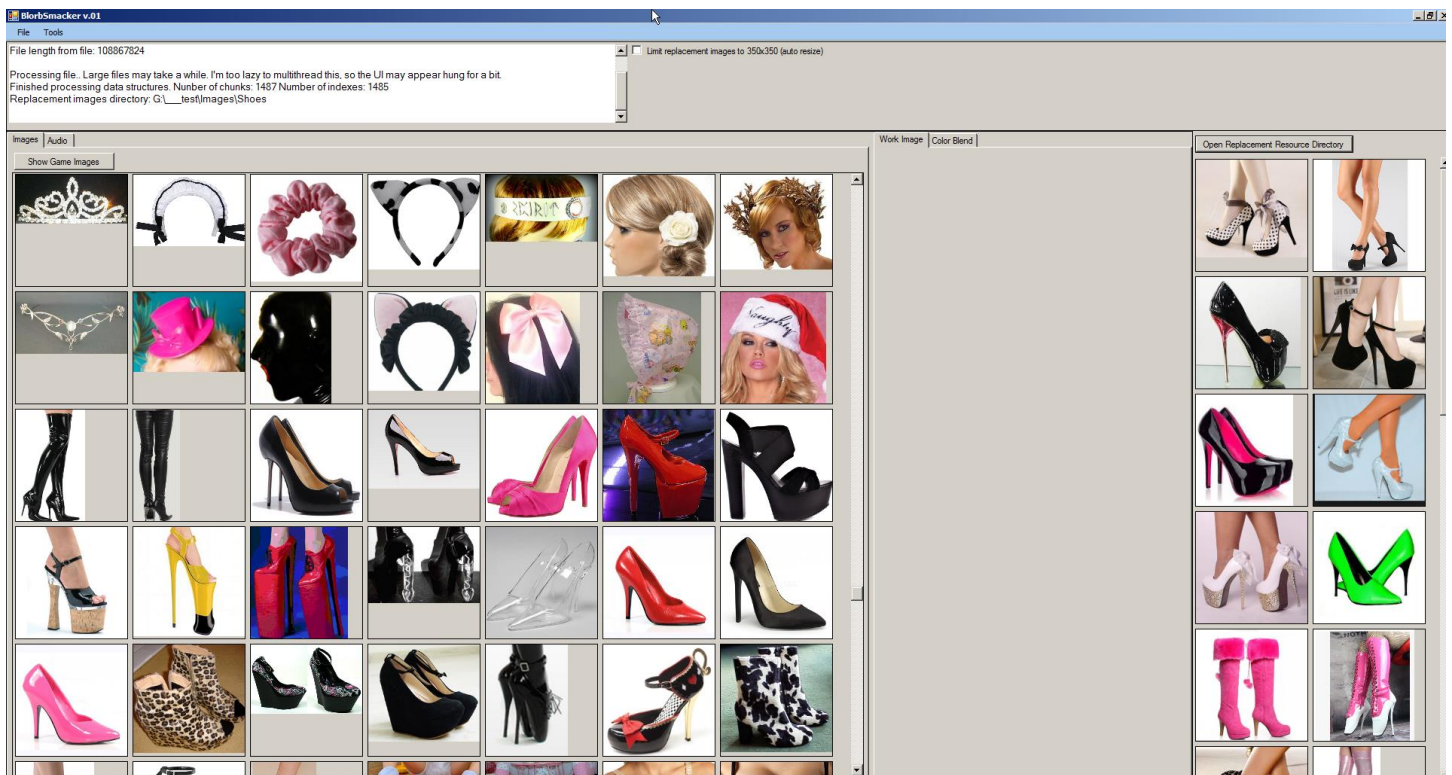
Helpful hint: Organize all your images into directories. This makes image replacement a snap!



Using the program

- 1) Open up your favorite blorb
- 2) Click Show Game Images / Show Audio Files
- 3) Click Replacement Resource Directory

The screen is currently divided into 4 sections. There is a top panel which contains some debug information and 1 checkbox at the moment. There is the left-hand side of the screen which contains the in-game images / sounds. There is the middle of the screen which is a work area. It's blank in the screen shot below. And there is the right hand side of the screen which contains the replacement resources.



Things you can do:

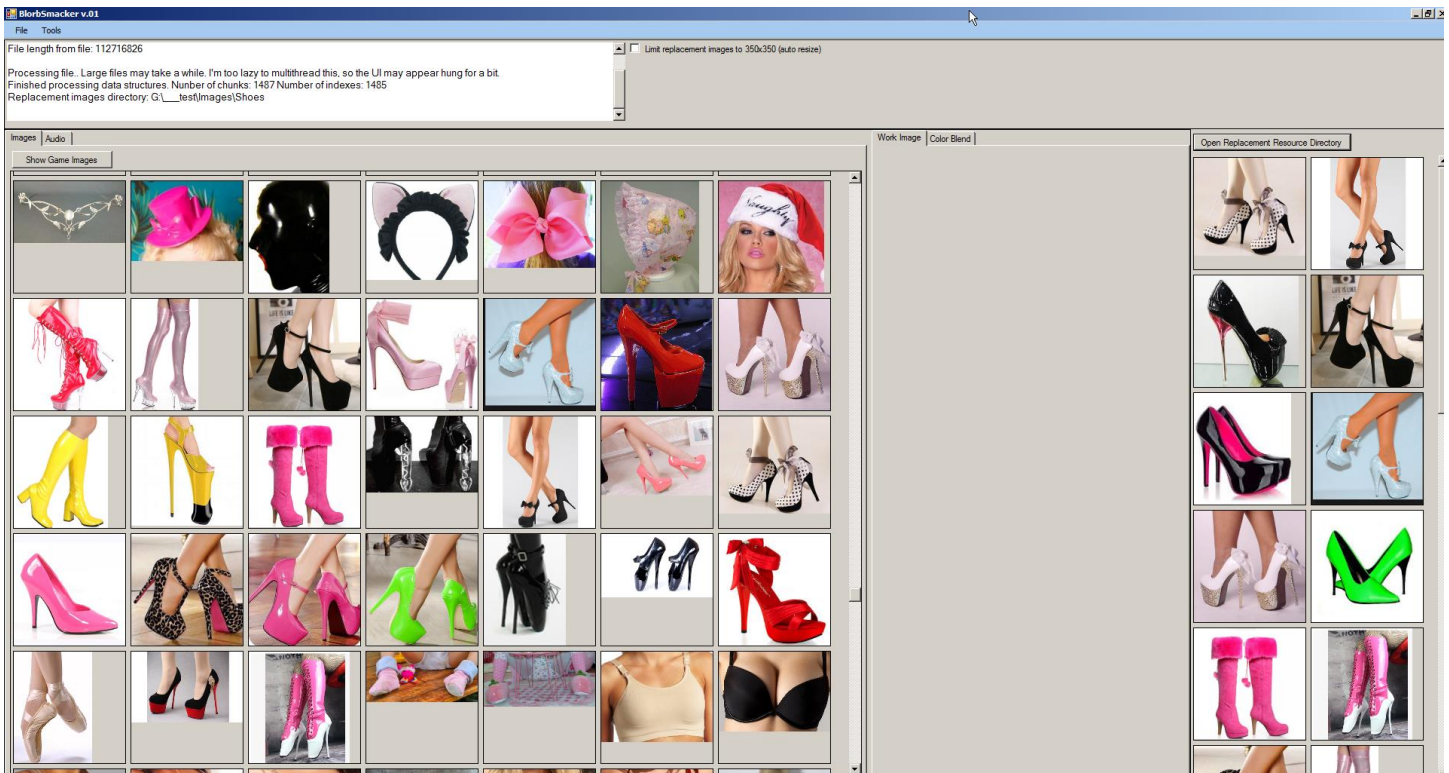
Images Tab

Show Game Images Button – shows all the images inside the blorb file. You will need to click this if you want to modify the in-game images.

Direct Image Replacement

- 1) Drag an image directly from the replacement image panel to the game image panel. This is an exact image copy – whatever size your original image is, the in game image will be the same size.
- 2) If you click the 'Limit replacement images to 350 x 350' checkbox, images dragged in this fashion will be automatically resized to a maximum of 350 x 350 pixels.

Here I've replaced most of the in-game shoes with my own samples:



Using the work panel

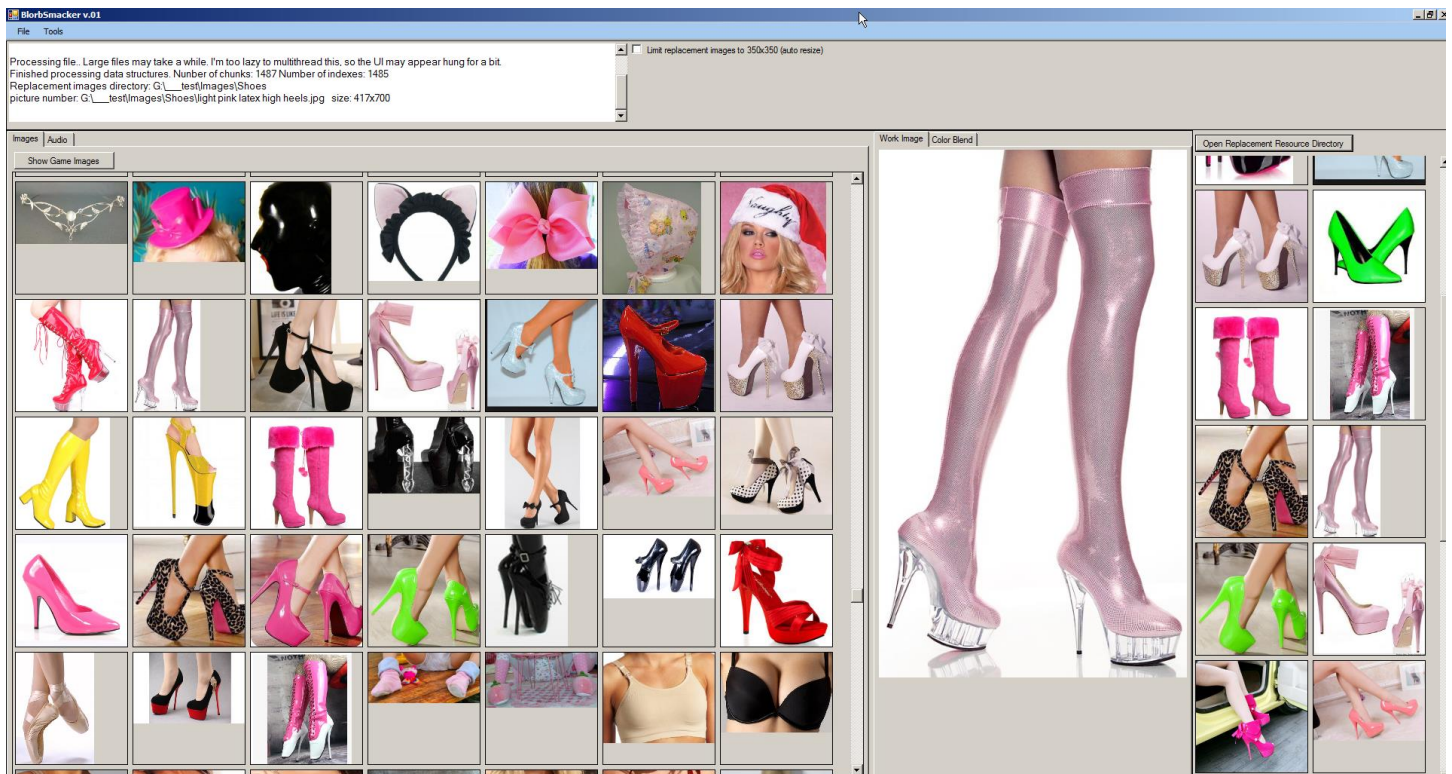
Click in an image to bring it into the work panel. The source image can be from the in-game images, or the replacement image panel. Whichever image you click will now show up in the image work panel in its native resolution.

Besides showing you the actual size of your replacement image, you can also resize the image and color blend. Future versions may have more functionality.

Resize

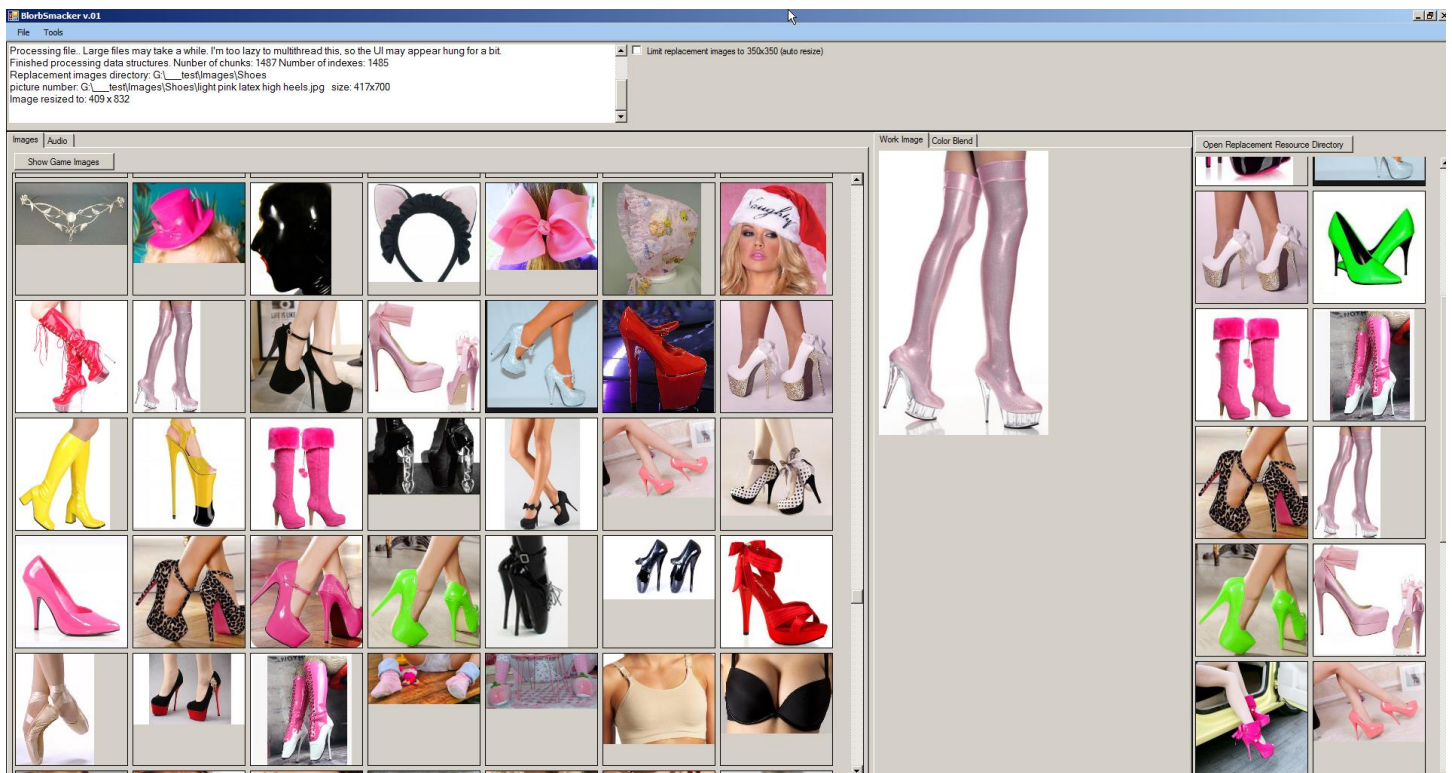
Make sure the 'Work Image' tab is in focus. Click an image to bring it into the work tab. Click the image and you will see red dots around the corners. These are your drag points. Click one of the dots and drag to make the image larger or

smaller. Note: this is a lossy operation. If you make an image small, and then large again, it's already lost resolution data. Do this a few times and the image will become very fuzzy. (You can always click the source image again to bring a new copy into the work panel.)



Notice the picture of the pink latex boots is fairly large. You definitely don't want this showing up in your Inform window. You can left-click one of the red dots and resize the image

Here, I've resized the image to something more appropriate for in-game use.



Now, you can left-click the image from the work panel, and drag it onto an in-game image. When you drag an image from the work panel to the in-game images panel, it ignores the 'Limit replacement images' checkbox.

Color Blend

After you have an image in the 'Work Image' tab, you can click over to the color blend tab. It will have a COPY of the work image. Adjust the Red, Green, and Blue Sliders to change the image color. This works best on mostly 1 color images. Once you have the color you want, click the 'Copy to Work Image' button to copy the image back to the Work tab. IF YOU CLICK ON THE WORK TAB BEFORE MAKING A COPY, YOUR COLOR CHANGES ARE LOST. Once you copy the image back to the work tab, you can drag it to the in-game image panel.

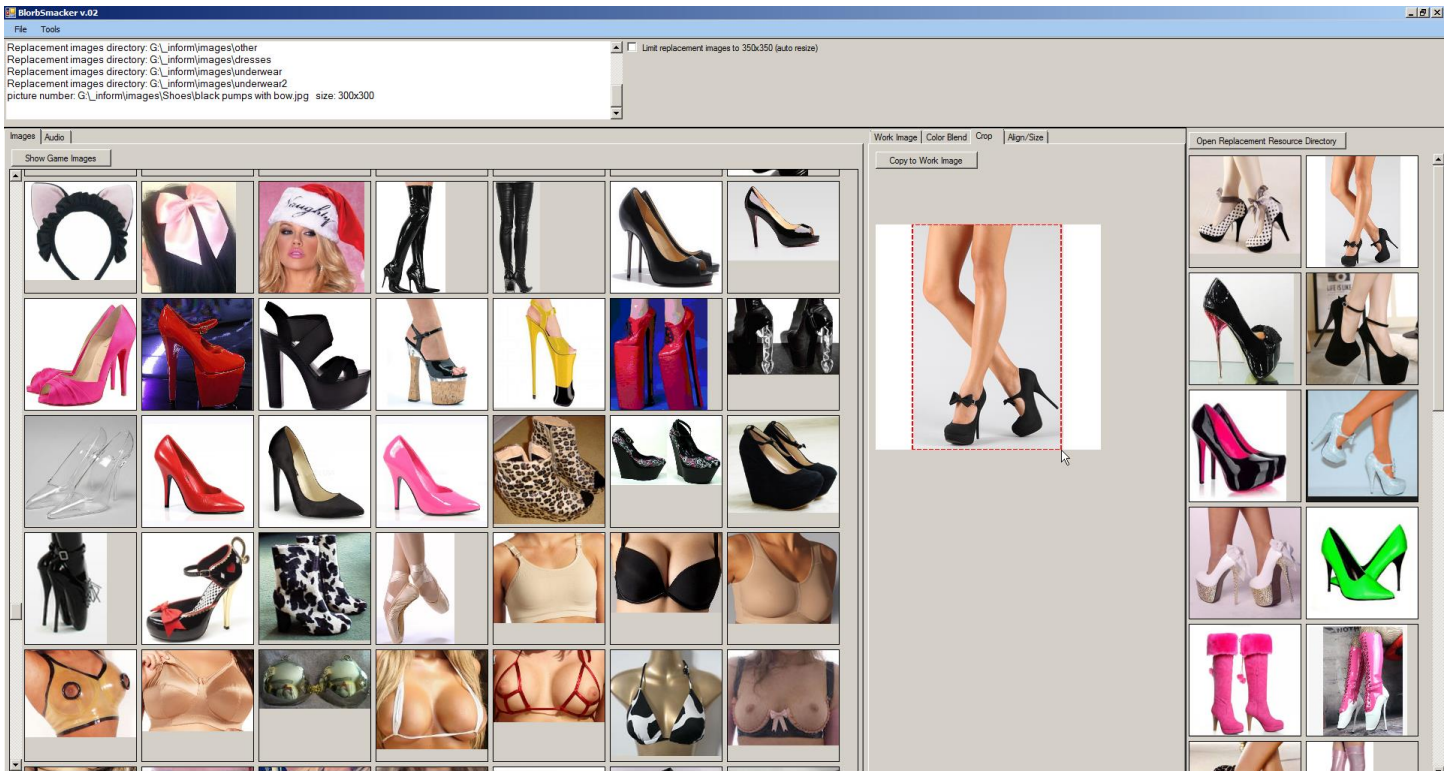
Here's an example where I've set the hair color in the Color Blend tab, copied back to the work tab, and then dragged the image to the game image panel. (In this example, I had used an external image editor to size and align the image to the proper location. BlorbSmacker can do that natively now, in a limited fashion.)



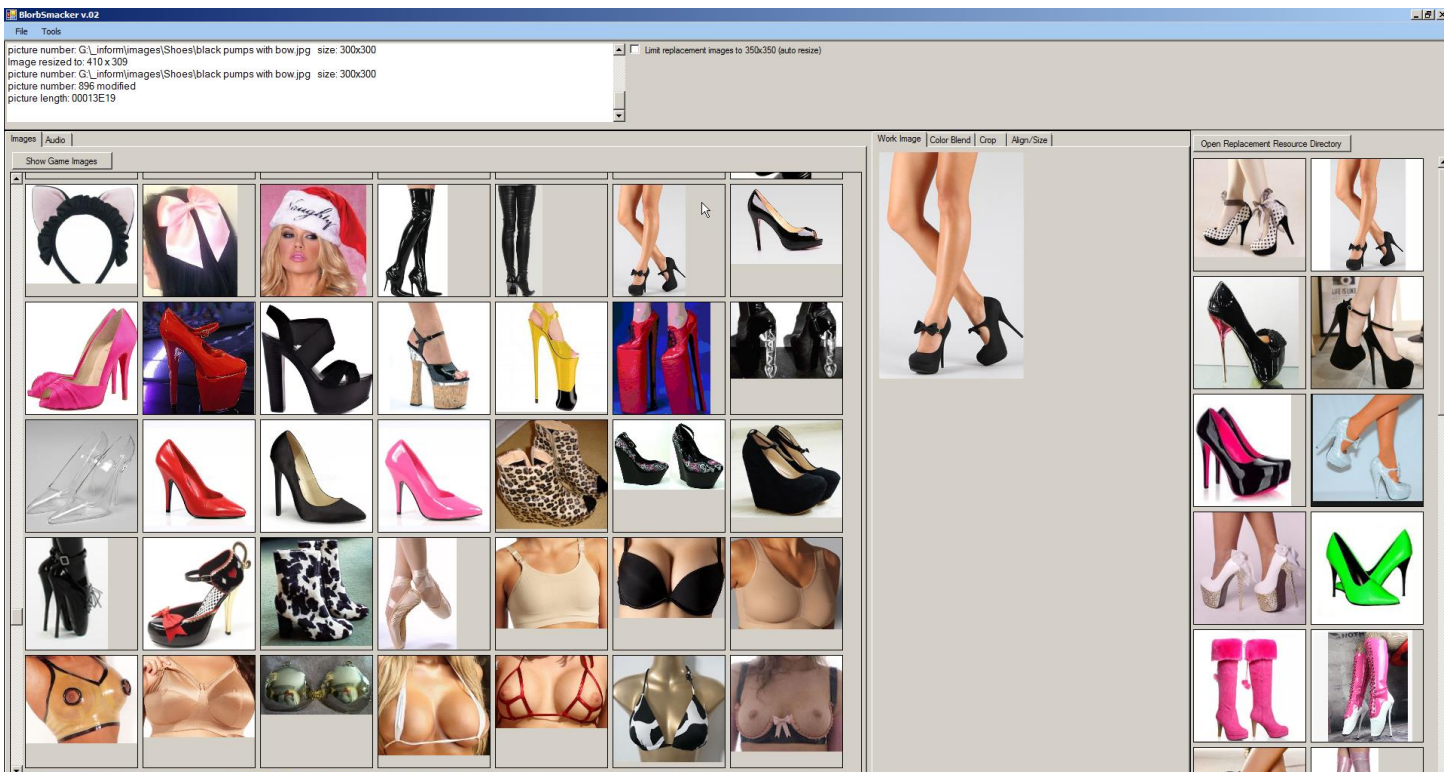
Crop

After you have an image in the 'Work Image' tab, you can click over to the Crop tab. It will have a COPY of the work image. Click and Drag to draw a box around the image. You can do this as many times as you need to get it right. After you have the box highlighting what you want the new image to be, click the 'Copy to Work Image' button.

Here is an example where I chop the white borders off this pair of shoes:



Once you shift tabs back to the 'work image' tab, the resulting image can then be dragged into the in-game images panel:

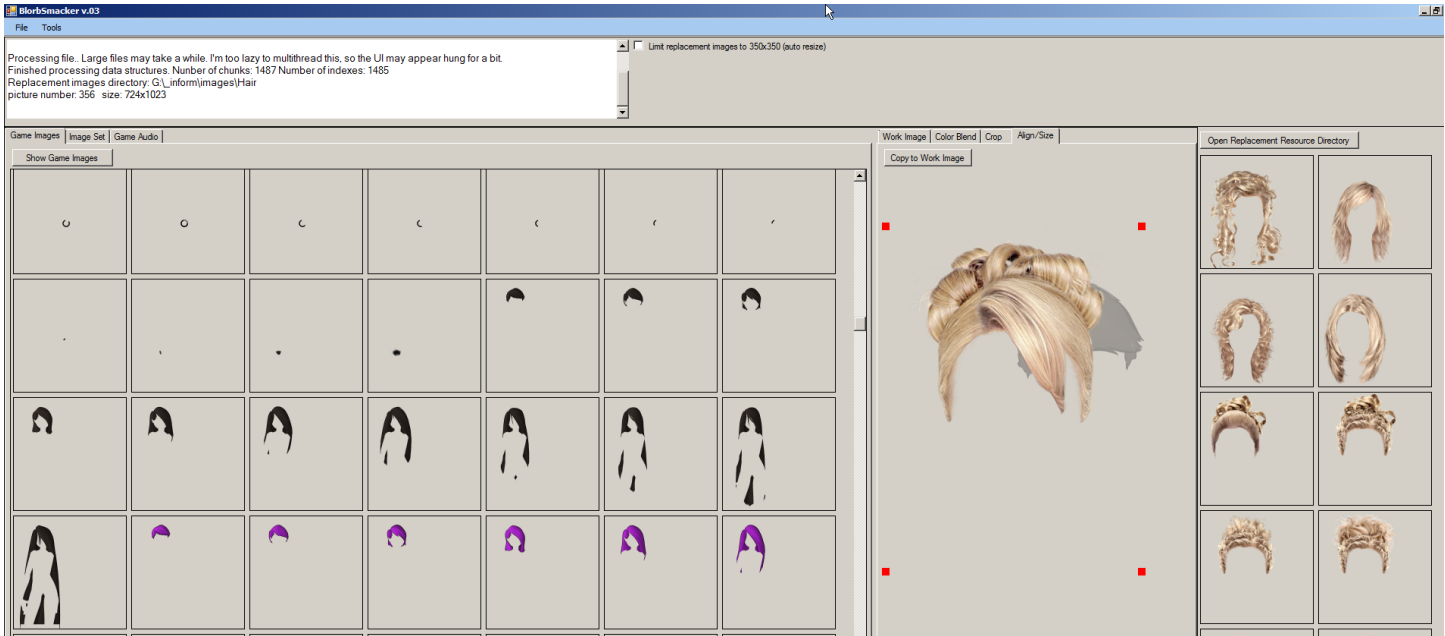


Align/Size

This tab is used to align and resize a replacement image to match up exactly with an in-game image.

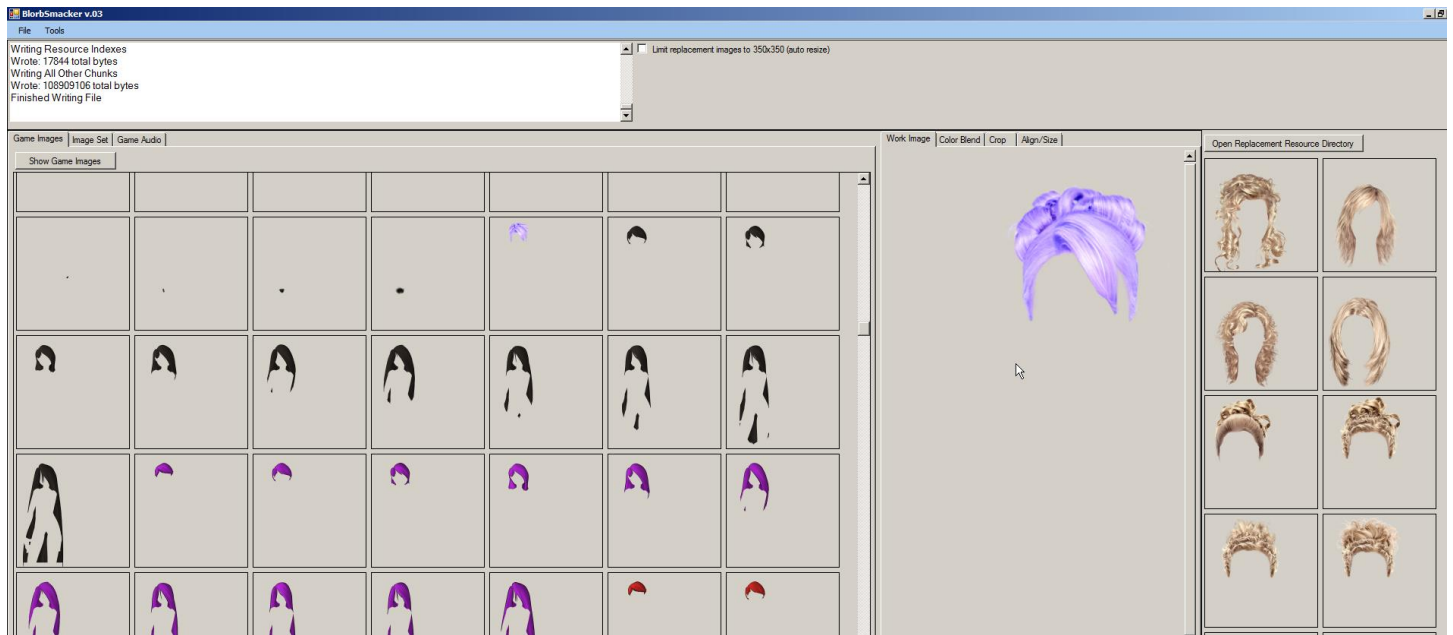
- 1) Start by clicking an in-game image so that it shows up in the work image tab.
- 2) Click on the align/size tab, and it will now have a copy of the work image
- 3) Click and drag your replacement image into the align/size tab

At this point, the in-game image is semi-transparent in the background. And we have a new top layer with the replacement image. Your screen might look something like this:



- 4) Click and drag the image to move it
- 5) Click the red resize handles and drag to resize the image. Keep in mind that if you make it smaller and then larger, resolution has already been lost. Try not to do that too many times. You can always re-drag the image from the replacement panel to the work panel again.
- 6) When you have it looking correct, press 'Copy to Work Image'
- 7) Drag the work image to the in-game panel.
- 8) Color blend it if you want

We now look like this:



And success!

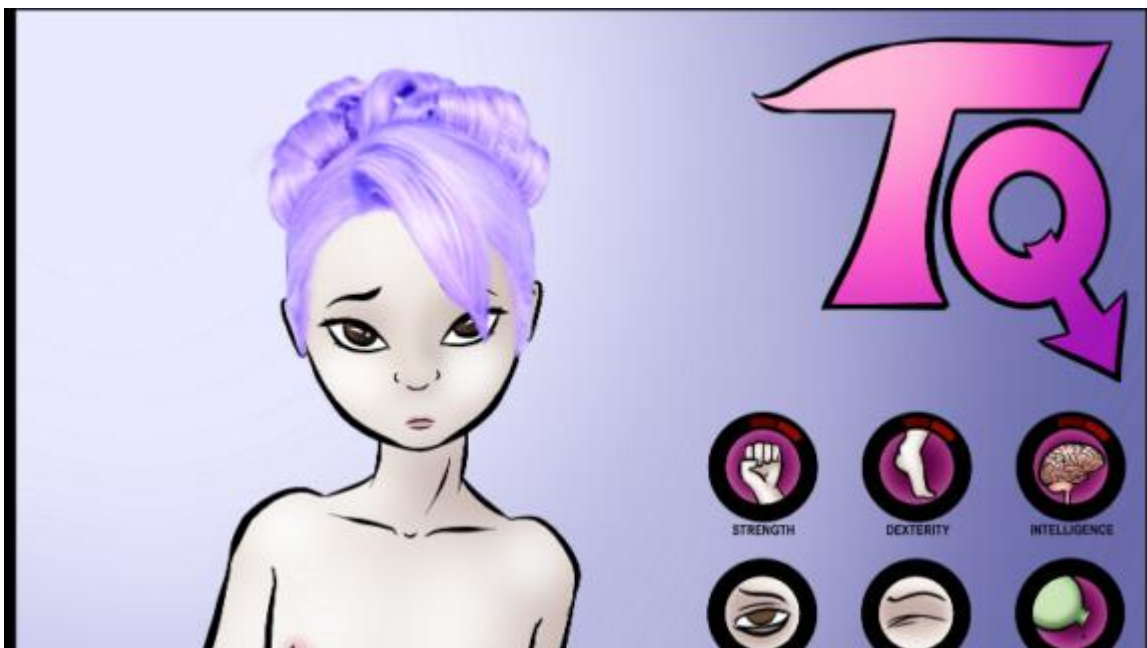


Image Sets

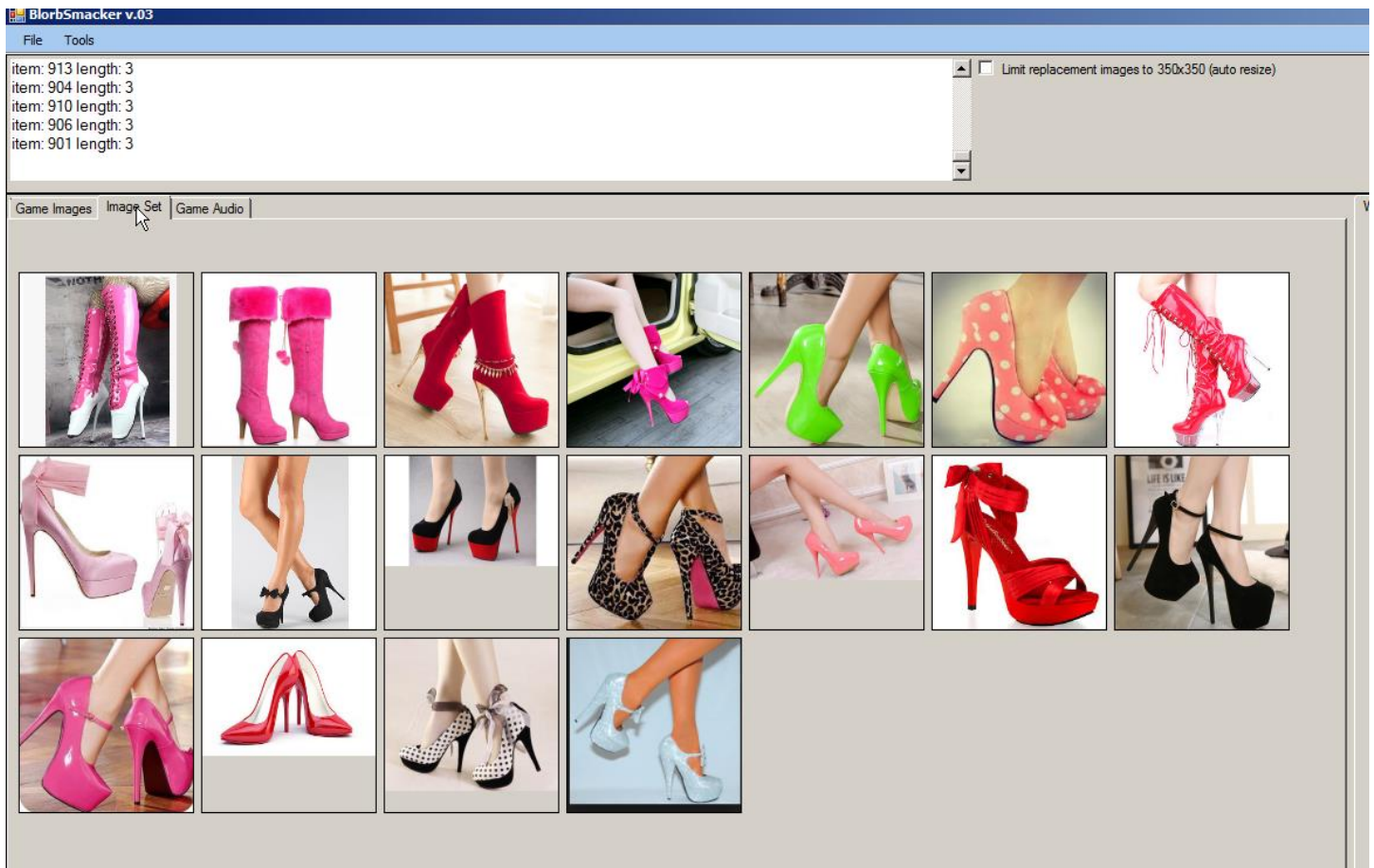
Image sets allow you to create a set of images that someone else can use in their game.

Using an existing image set

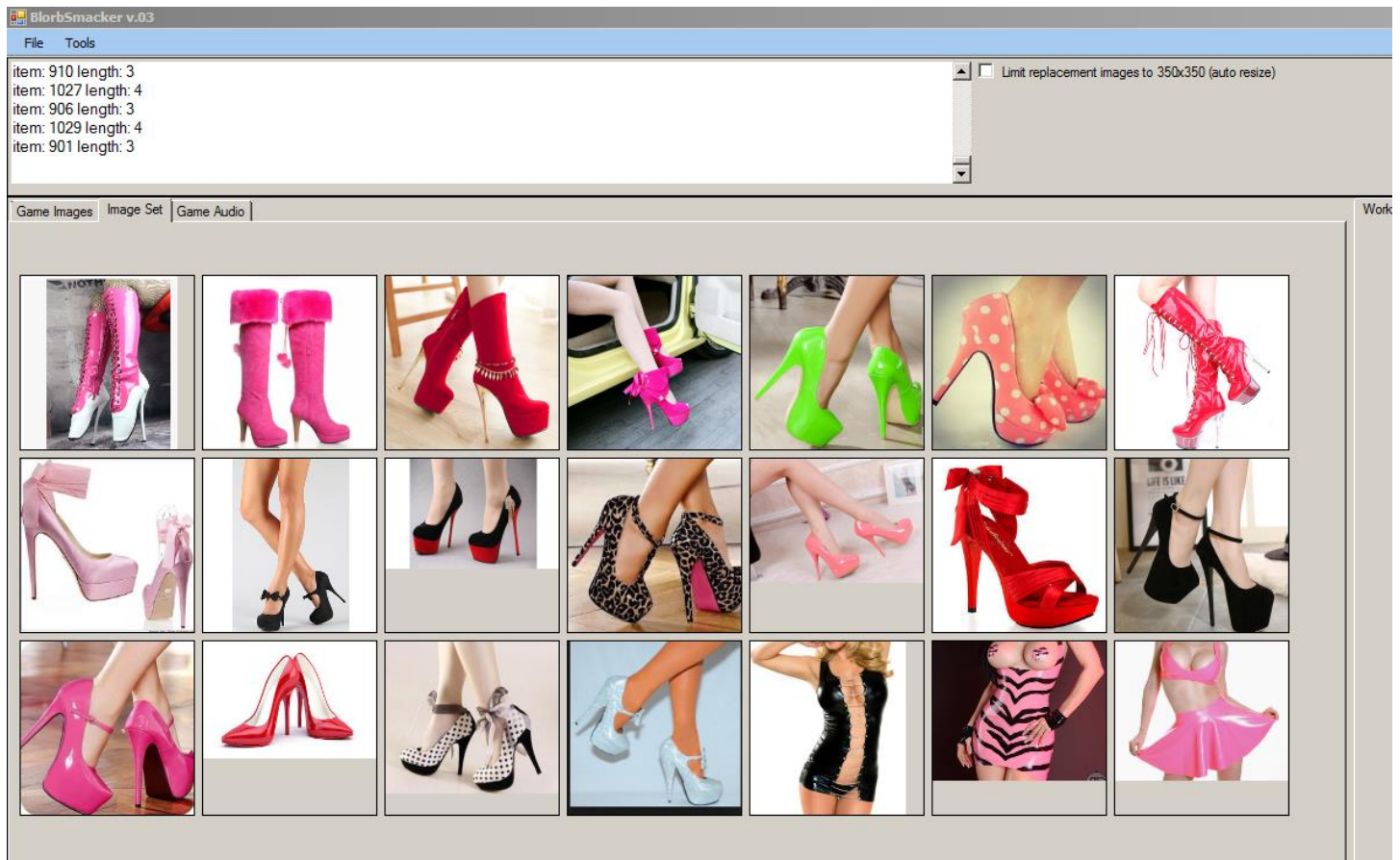
- 1) Open a blorb file

- 2) Open an image set file - The image set tab will now contain the images in the image. **If you like surprises, don't peek!** The in-game images have now been replaced by any images in the image set.
- 3) Save the blorb file

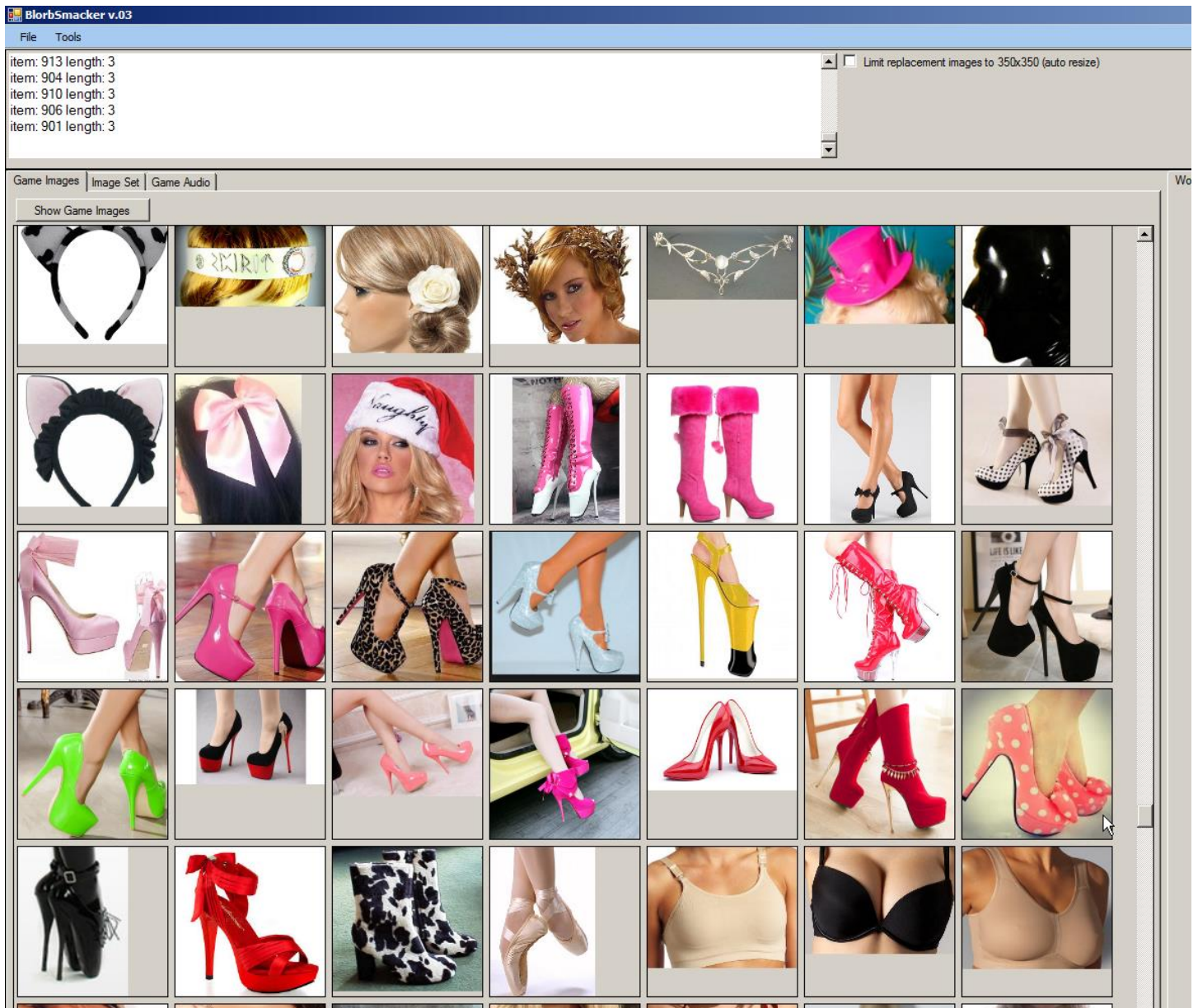
Here's an image set for shoes:



You can load multiple image sets at one time. Here I've loaded a 2nd image set with 3 dress images:



Note that the in-game images have been replaced:



Creating an image set

- 1) Open up a blorb file
- 2) Replace in-game images (by dragging images into the in-game image panel. You have read the whole doc, right?)
- 3) Any image you replace, gets added to the current image set.
- 4) Save the image set. Congrats, you've created an image set someone else can use!

As you are making changes, save often!

Some notes on image sets

Blorb files are fairly efficient... there is not a lot of extra information hanging around in them. Resources, such as images are stored in 'chunks'. A chunk doesn't have a name. It's just a series of bytes describing the image/sound, along with a chunk size. The chunk doesn't even have a number... but there is an index that points to a specific chunk, and that index has a number.

When an author is writing a game in Inform, they will define a list of resources like this:

Let's say this is version 1 of a game:

Figure of floortile1 is the file "tile1.png".

Figure of floortile2 is the file "tile2.png".

Figure of youloseimage is the file "youwin.png".

Figure of youwinimage is the file "youlose.png".

When the blorb is created, it will write a list of chunks, in order, according to this resource list. Image sets work by replacing a specific chunk number. So for example, if you replaced the 'youwin.png' file with your own image, you are really replacing chunk #3 (well, it's a little more technical than that, but let's keep it simple.)

If the game author wants add a new floor tile, the logical place to add it is here:

Version 2 of the game:

Figure of floortile1 is the file "tile1.png".

Figure of floortile2 is the file "tile2.png".

Figure of floortile3 is the file "tile3.png".

Figure of youloseimage is the file "youwin.png".

Figure of youwinimage is the file "youlose.png".

So, your image set knows that it has to replace chunk #3 with a custom 'youwin.png' image. But, see what has happened? When the image set is loaded, it will replace Chunk #3, which is now a floor tile!

If we want image sets to work across newer versions of a game, authors need to do this:

Figure of floortile1 is the file "tile1.png".

Figure of floortile2 is the file "tile2.png".

Figure of youloseimage is the file "youwin.png".

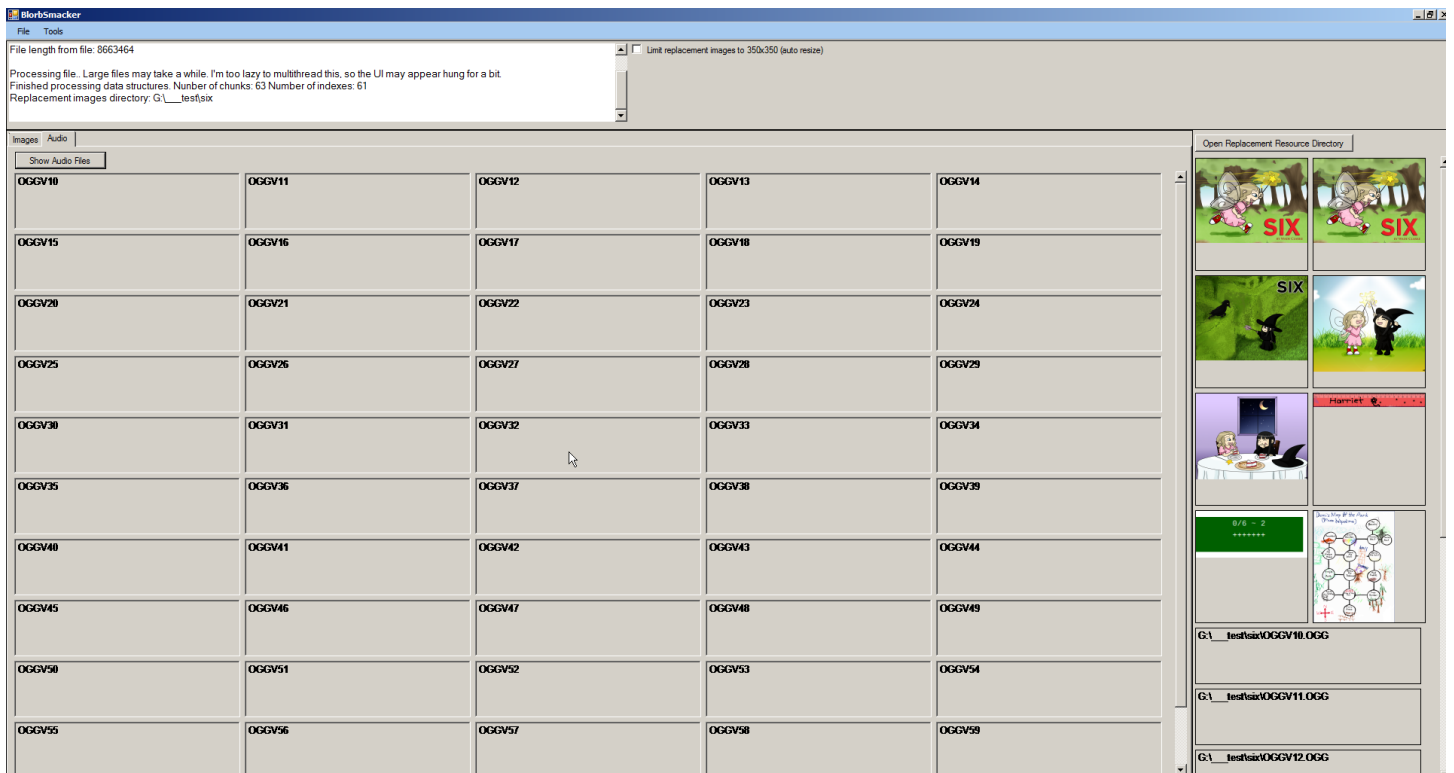
Figure of youwinimage is the file "youlose.png".

Figure of floortile3 is the file "tile3.png".

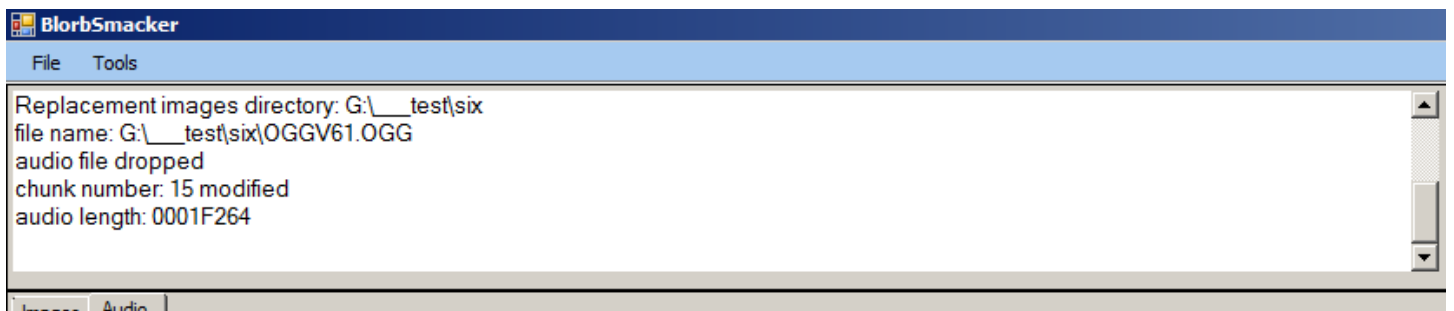
Any new images MUST be added to the bottom of the resource list if image sets are to work across newer game versions.

Audio Tab

If the blorb has audio files, you can get a list of them here. If your resource directory has audio files (.mod, .aiff and .ogg are supported), you will see the filename rendered in an image in the replacement resource panel.



You can drag and drop the file from the replacement panel to the in-game audio panel. Here we can see that I copied audio file OGGV61 over in-game audio file OGGV15.



Note: you can copy audio over images and vice versa. (At least until I get around to fixing this.) All you'll accomplish by doing this is breaking the blorb file.

Tools Menu

Extract all resources

Saves all resources from a blorb file to disk. This includes the story file, iamges, sounds, and any miscellaneous resources are packed into the blorb. Whatever directory you loaded the blorb from, that directory is where the resources are stored.

Once you've made all your changes, do a file-save, and enjoy the new blorb!