

FAQ

How is this a Beta?

The Million Tile Engine is largely complete, but its various functions need more thorough testing than I myself and one other tester can provide. Different people are likely to use the capabilities of the engine in very different ways which could lead to errors I did not foresee.

Keep in mind that this *is* a Beta product; there will be bugs and incongruities, but these will be fixed in short order.

Why should I pay for this?

If you're asking why you should pay for a Beta, I can say that it helps me a great deal. Charging for MTE during the Beta phase helps me to offset some of the cost of developing it. If I hadn't charged for the Beta, MTE would not exist.

If you're asking why you should pay for MTE in general, I would suggest that the old adage holds true. Free is all well and good, but in the end you get what you pay for! MTE is a powerful product developed over the last two years, supported directly by both its creator and a large community on the Corona Labs forum.

Many developers have the skill to develop an engine like MTE, but it is a long and involved process. In addition to features and support, you're paying for time saved. Developing an engine takes a year or more. Buying MTE allows you the developer to skip that messy process and invest that time in other things like developing graphics, story, and gameplay mechanics.

What functionality does the Million Tile Engine offer? How is it different from alternatives like Lime?

MTE allows you the developer to create mind-blowingly enormous maps in Tiled and run them at full speed on most devices. I posted an example (<http://forums.coronalabs.com/topic/27069-million-tile-engine-any-interest-feature-requests/?p=150833>) of a map containing 120,000 tiles running at 30fps on an iPhone3GS. Lime cannot run maps larger than a few thousand tiles.

Much larger maps are possible. Map size is constrained only by device memory (RAM). The performance of a game at runtime is constrained by the number of simultaneously visible onscreen tiles.

MTE includes useful functions for moving the camera and the sprites in your world, in relation to that world. The engine does the heavy lifting of translating pixels at world scale to pixels at screen scale.

Finally, MTE just looks great. From layer tinting to faux-3D perspective, Normal Mapping to Tile Lighting, it opens doors to you- the creative director- which were previously locked tight.

When will MTE be finished?

The immediate goal is to make MTE as stable as possible without compromising performance, with a secondary goal of providing thorough documentation and example code. The engine is feature complete as of version 0.980, all that remains is to test it and write up more thorough documentation. The 1.0 release of MTE will likely fall in March or April.

You mentioned new documentation?

I plan to support the 1.0 release with more thorough documentation. This includes tutorials and possibly tutorial videos, as well as more thorough sample code and a few additional sample projects. After the 1.0 release I'll continue to release new documentation at a slower pace as I divert development time to other projects.

What happens when MTE is finished?

The pace of development will slow as I divert some attention to other projects. MTE will continue to evolve over time as I add new functionality. I have my own plans for new engine capabilities, but I'm also excited to hear what the users want. I'll make a point of focusing on what people need.

What are MTE's limitations?

Few and far between. A year of development and updates have seen the addition of Isometric Map support, normal mapping, height maps, integration of Corona's Box2D physics API, PhysicsEditor support, and more.

Can I use your graphics in my game?

Yes and no.

The UI elements in the sample projects are free to use.

The tilesets in the sample projects are derivatives of RPG Maker Chipsets used for demonstration purposes only. They're useful for testing purposes, but using them in the final release of your game would be a bad idea.

Can I pay for MTE with PayPal?

Gumroad does not support PayPal as a payment method. If you'd like to use PayPal drop me a PM. What I do in this situation is send a PayPal invoice. Once the invoice is paid I generate a one-time-use 100% discount for Gumroad. You then use the discount code to "buy" MTE from Gumroad without entering payment information. I do it this way to keep all my customers in the Gumroad database.

How do you handle engine updates?

Gumroad includes a system for sending emails to all previous customers. I attach the new files to the update email sent out to all of you. This is why I like to keep all my customers in the Gumroad database.

How do I handle scene changes in my game?

I recommend using Storyboard to manage different game scenes and transitioning between them. You can see this in action in the RotateConstrainStoryboard and IsometricStoryboard sample projects.

How do I do touch scroll and pinch zoom?

You'll find a great deal of pre-existing information on performing these operations through the Corona Labs website, blog posts, and forum. The CastleDemo sample project includes the necessary code in a commented-out section near the bottom of main.lua. Simple uncomment the code block and you'll be able to test it on your device. Please note that pinch zoom cannot be tested in the Corona Simulator as the simulator does not support multitouch.

What happened to Coronastein3D?

It was an interesting concept and may still be the light of day, but people have paid for MTE already. My first responsibility is to my paying customers, and to this end I've focused most of my attention on developing MTE, fixing bugs, patching in new features, and preparing it for version 1.0 release.

Does MTE require a Corona Pro subscription?

No. Most MTE functionality is available to Corona Starter and Basic subscribers. Normal-mapping (a graphical effect for simulating 3D textures) and Height Maps require a Pro or Enterprise subscription because they make use of Corona Premium Graphics.