



User Guide Version 1.0

<http://www.hyperspin-fe.com>

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Overview

HyperTheme was designed to be a fun and easy to use editor for creating themes for your favorite games. In this section we will introduce you to the main menu, the basic areas of the interface and go over some basic default settings you can adjust.

The Main Menu

When you first start HyperTheme you see the Main Menu. The Main Menu allows you to navigate the main features of HyperTheme. There are four selections to choose from.



1. Add / Remove Themes - This selection is currently under construction.

2. Create New Theme - This selection takes you to the Editor Interface where you can create a new theme from scratch.
3. Edit Existing Theme – This selection is currently under construction.
4. View Documentation – This is a shortcut to open this documentation.

Adding and Removing Themes

You can always install themes manually by unzipping them into the appropriate media directory, but there are advantages of adding and removing themes via HyperTheme.

When adding themes via HyperTheme you can optionally have a database entry done at the same time.

Removing themes via HyperTheme saves you the time of having to find out which media the theme uses when deleting and will optionally remove the database entry for you.

Adding Themes

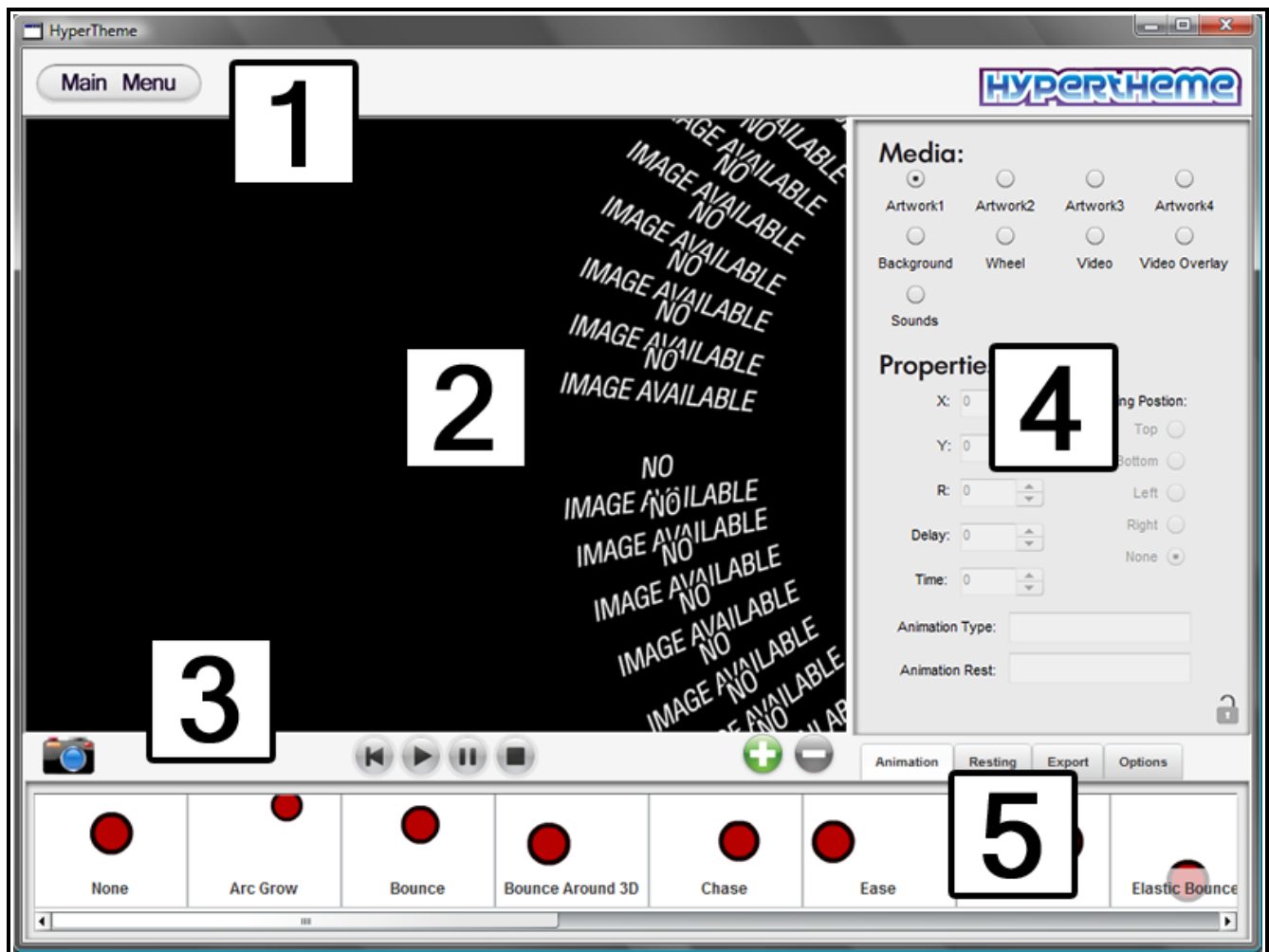
Adding themes is under construction.

Removing Themes

Removing themes is under construction.

The Editor Interface

There are 5 main sections to the interface below.



1. Main Toolbar

You can exit to the main menu from this toolbar.

2. The Stage

The Stage is the preview window where you will be working with all of your assets and playing back your theme.

3. Stage Toolbar

The Stage Toolbar contains the icons for doing tasks such as controlling playback, adding media to the stage and taking snapshot previews.

4. Properties Inspector

The properties inspector allows you to select any kind of media that you wish to work with. You will also use this area to fine tune your media properties.

5. Animation Viewer / Export Tab

The Animation Viewer shows live previews of the various animations for your media and you can export new themes via the Export Tab.

Creating A New Theme

Creating a new theme is what HyperTheme is all about. In this section we will walk you through step by step to get your first theme published.

Photoshop

Even before opening HyperTheme you will need to have all of your png or swf artwork edited and prepared from your favorite image editing software.

Its best to always lay out your theme in an image editor like photoshop. Your main design will be done in Photoshop and HyperTheme will take that design to the next level and produce your animation styles. Once your happy with your layout in Photoshop you should save each individual image as a separate file.

What you will need

You will definitely need a background image. A background image consists of a 1024 x 768 png image or a swf animation which can vary in size.

You will also need a wheel image. A wheel image for the standard wheel should be a 400px wide png. The height can vary.

You can have up to four additional separate png or swf animations to add to your theme.

For video you can have your own png image to overlay and animate with the video or you can design your own overlay in HyperTheme and have it drawn for you in HyperSpin. We will talk about each method.

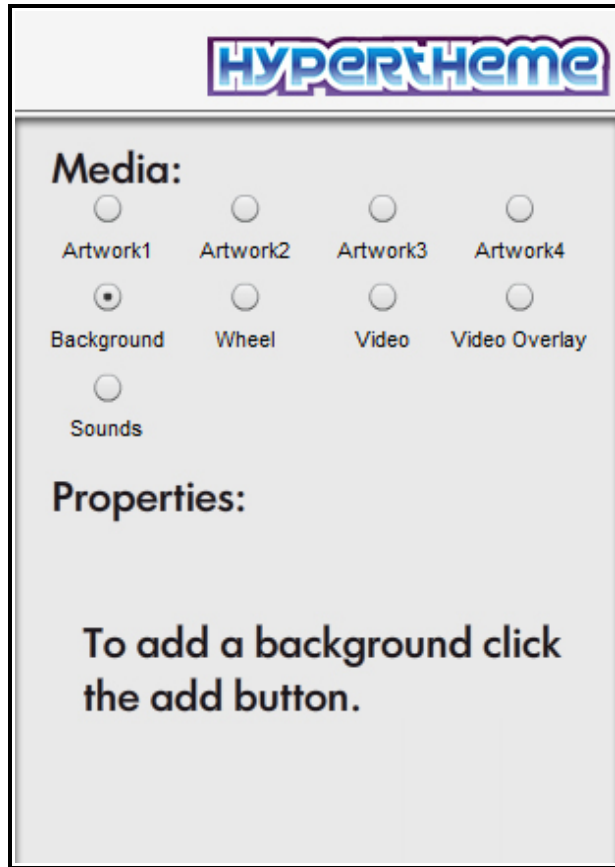
If your interested in using HyperSpin's built in particle effects engine then you will need to create your theme outside of HyperTheme. This is an advanced technique for more experienced users and will not be discussed in this documentation.

Last you can optionally prepare a background .mp3 sound file to play during your theme.

Adding a background and wheel image

Lets get started by adding a background and wheel image. First from the main menu select the Create New Theme option.

Once you are in the editor. Select the background option in the properties inspector.

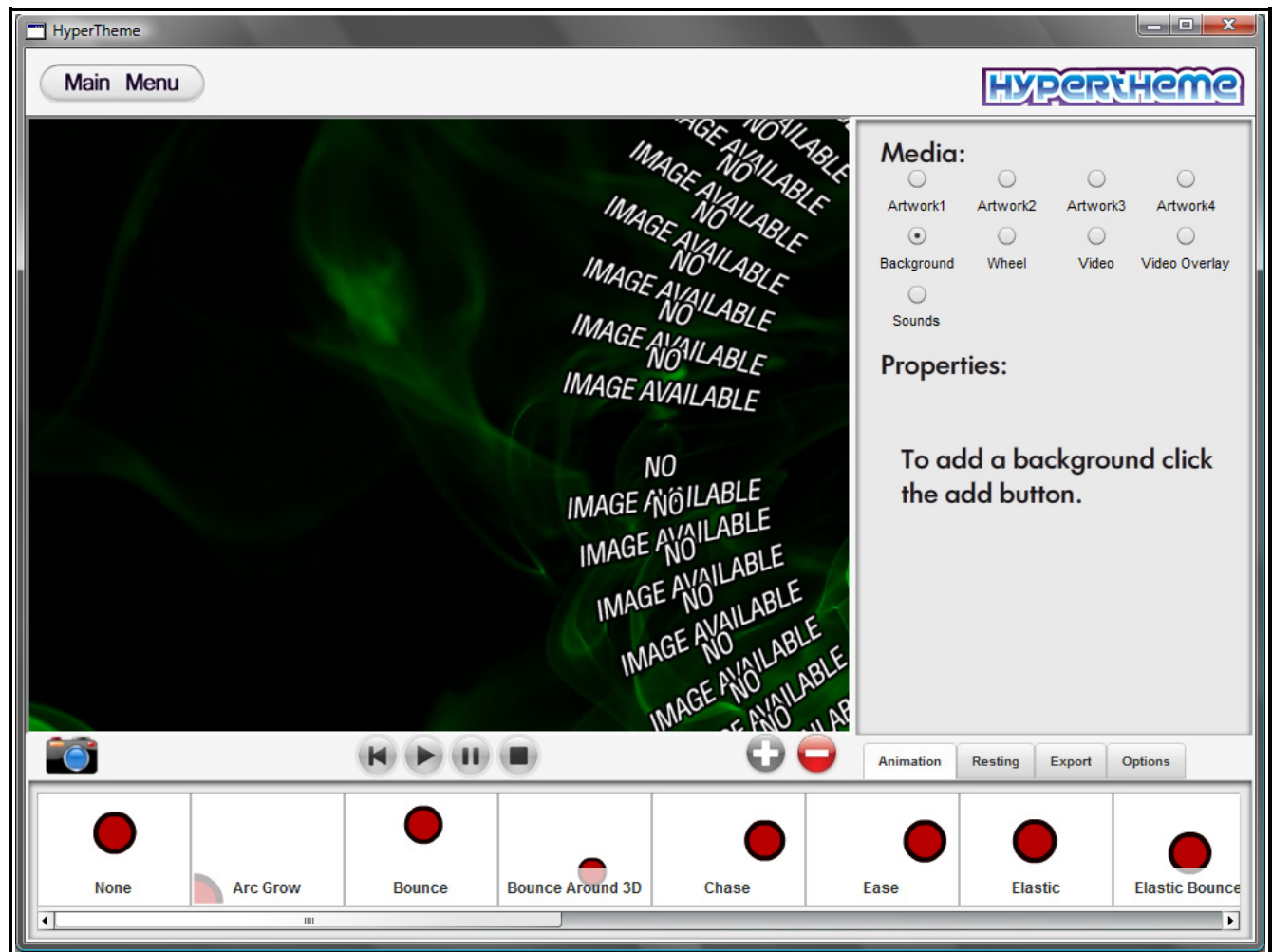


Now that the background option is selected you can now click the add button.



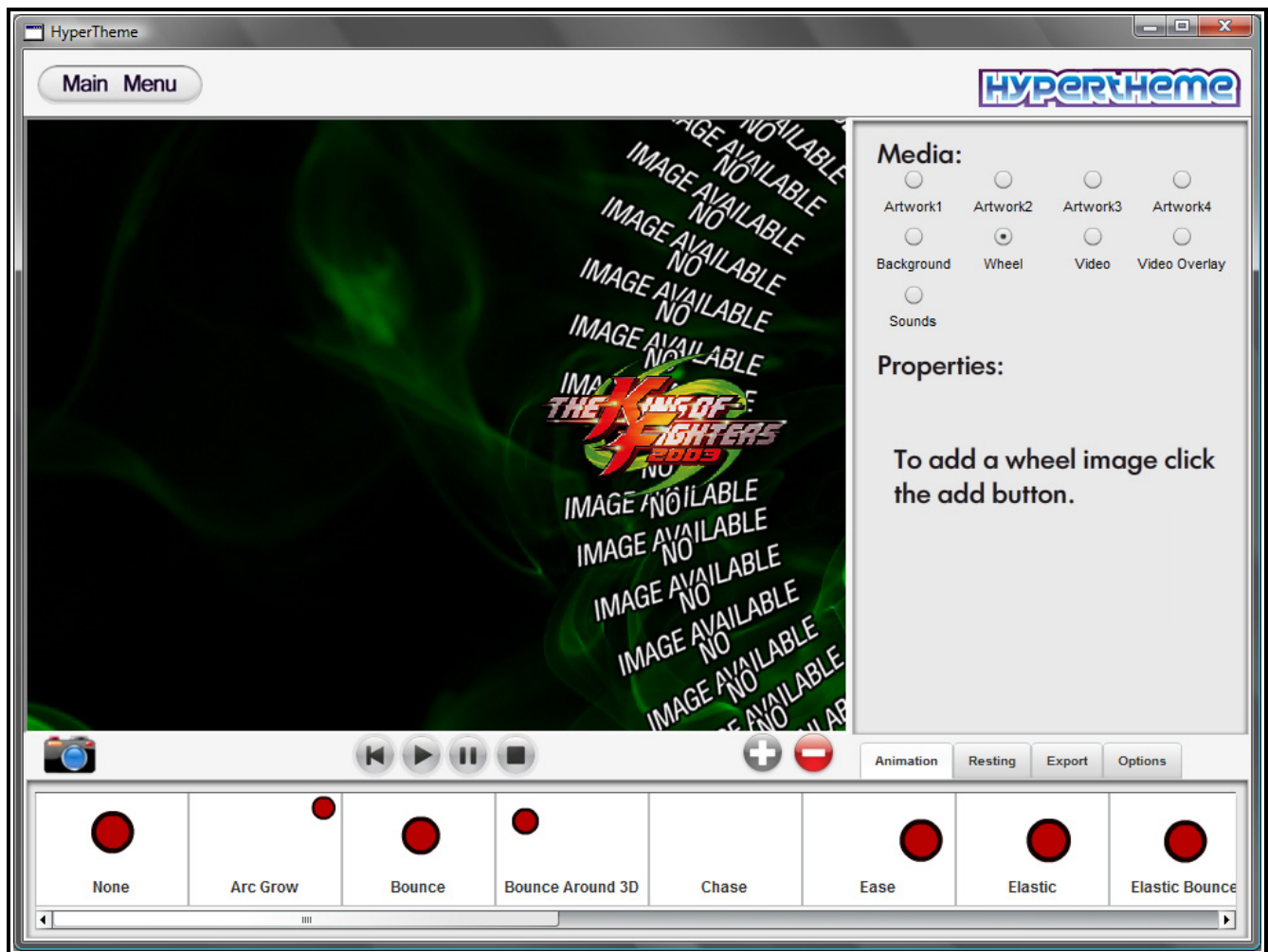
You will then be prompted to find your png or swf file to import.

Here is the result.



Repeat the same procedure for adding your wheel image by clicking the Wheel option and then the add button to find your file.

The next figure shows the result for adding the wheel image.



Adding and Configuring Artworks

Adding artwork also uses the same procedure as adding other media. You can add up to four png or swf artworks to the stage. The difference between the four artworks is the depth of each artwork. Artwork1 will show up just above the wheel and Artwork2 is above Artwork1 and so on. Artwork4 will be the closes to the screen.

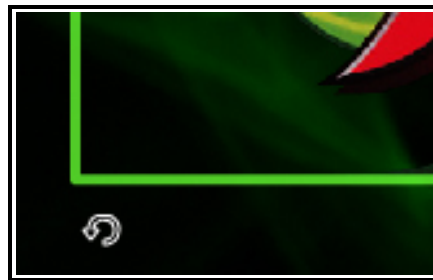
When you add an artwork all the options become available to manipulate your image. You can manipulate the artwork in two ways.

1. You can drag the artwork around while its on the stage with your mouse.
2. You can manually enter values into the properties inspector or give more precise adjustments by using the arrows on the numeric steppers.

When using your mouse you can either move or rotate your artwork. Move your artwork by dragging the image to a desired location. Rotating your artwork is similar to PhotoShop. Move your mouse near the corner of the image until you see the rotation mouse cursor appear then drag around to a desired rotation.

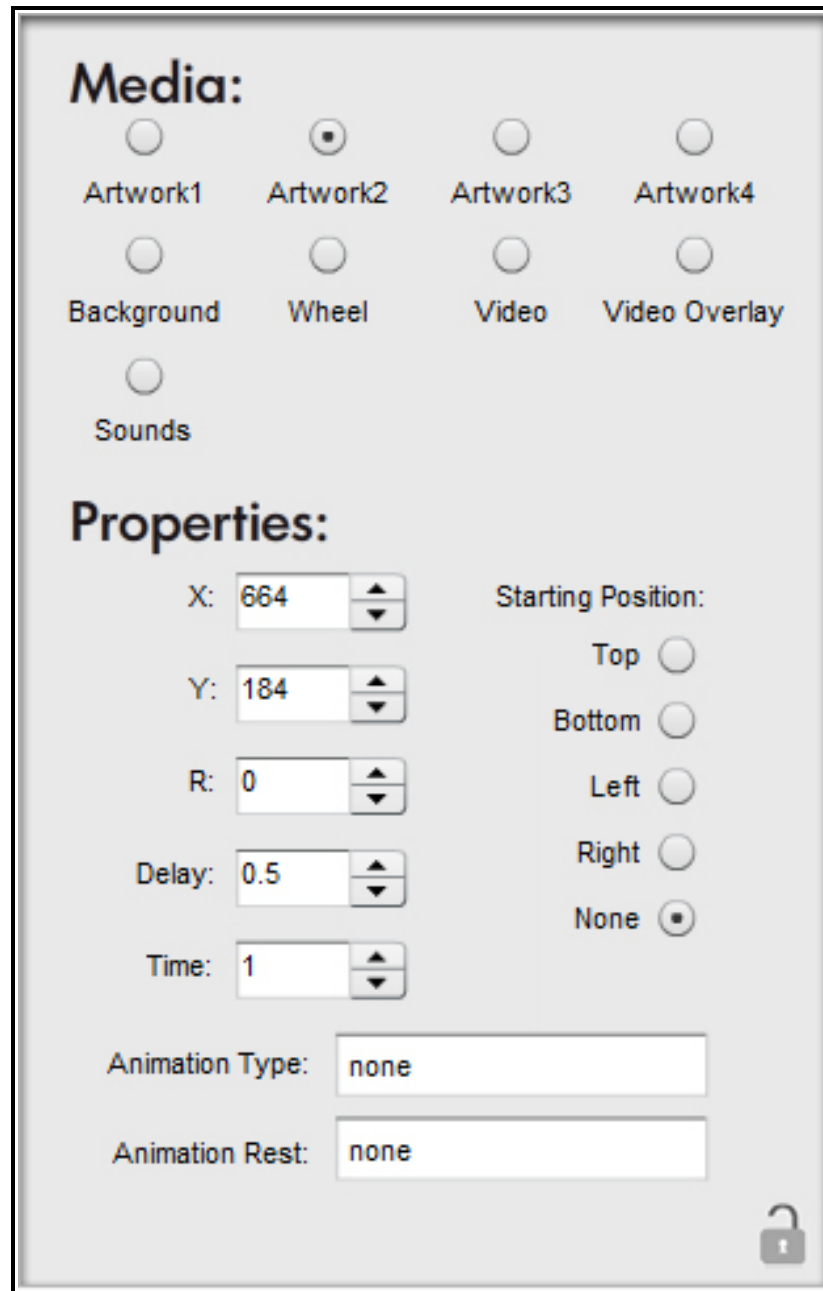


Movement Example



Rotation Example

For more precise movements you can edit your image properties in the properties inspector.



The image shows two panels from an animation software interface. The top panel, titled "Media:", contains seven radio buttons for selecting media types: Artwork1, Artwork2 (which is selected), Artwork3, Artwork4, Background, Wheel, Video, Video Overlay, and Sounds. The bottom panel, titled "Properties:", contains several controls. On the left, there are five numeric stepper controls for X (664), Y (184), R (0), Delay (0.5), and Time (1). On the right, under "Starting Position:", there are five radio buttons: Top, Bottom, Left, Right, and None (which is selected). At the bottom of the Properties panel, there are two text input fields for "Animation Type" and "Animation Rest", both containing the word "none". A small lock icon is visible in the bottom right corner of the Properties panel.

You can click the arrows on the numeric steppers to move your media around the stage with much smaller increments.

The following list shows details about what each option means.

X: The X coordinates on the stage of the center of your image.

Y: The Y coordinates on the stage of the center of your image.

R: The rotation of the image. When using the manipulate the image directly with the mouse you can only move between rotation values of -180 to 179 which is fine for most cases, but if you want your images to spin a couple times then you will need to enter the values manually in the inspector.

Delay: This is the time delay before your artwork will actually start its animation. If you want one artwork to appear after another artwork sequentially then use this to make each artwork wait.

Time: This is the amount of time it takes for your whole animation to animate. A value of 5 would cause your artwork to take 5 seconds from start to finish.

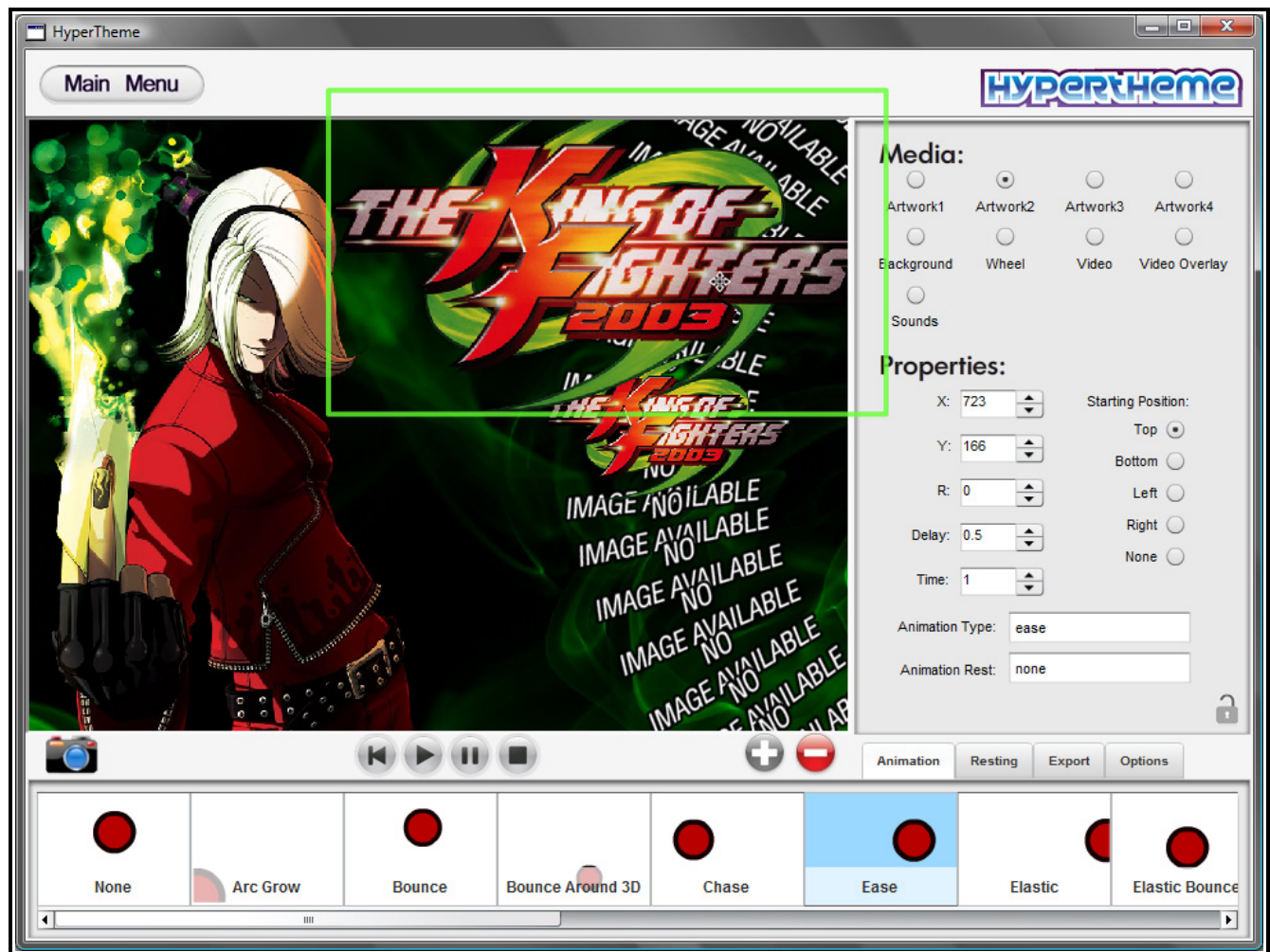
Starting Position: This is where your animation will start. For example if you choose Top, then your image will start from outside the top of the screen.

Animation Type: If you have the Animations tab at the bottom of the screen selected then you can simply double click any animation style and it will apply it to the properties inspector.

Animation Rest: If you have the Resting tab at the bottom of the screen selected then you can simply double click any resting style and it will apply it to the properties inspector.

The Lock: Some images might get in the way of others when trying to manipulate them with the mouse. If you click the lock on the bottom right of the properties inspector it will lock that image from being able to be clicked with the mouse.

Here is the result of adding a couple of artworks.



Adding and configuring video

Adding video is exactly the same as adding artwork. You can only add flv video. There are only a couple different options that you get when manipulating video, so we will only discuss those.

W: This number controls the width of the video.

H: This number controls the height of the video.

Force Aspect: This controls the way video scales and you have two choices, None or Both. None is the default and you rarely need to use the Both option. None allows you to scale your video proportionally. Both allows you to scale unproportionally.

Below Wheel: You have the option of moving the video out of its normal position between Artwork1 and Artwork2 to a position located below the wheel.

Animation Type: Not every animation applies to video, so if you double click an animation that doesn't apply to video then it will not be applied.

Animations that only apply to video are:

None,

Bounce,

Ease,

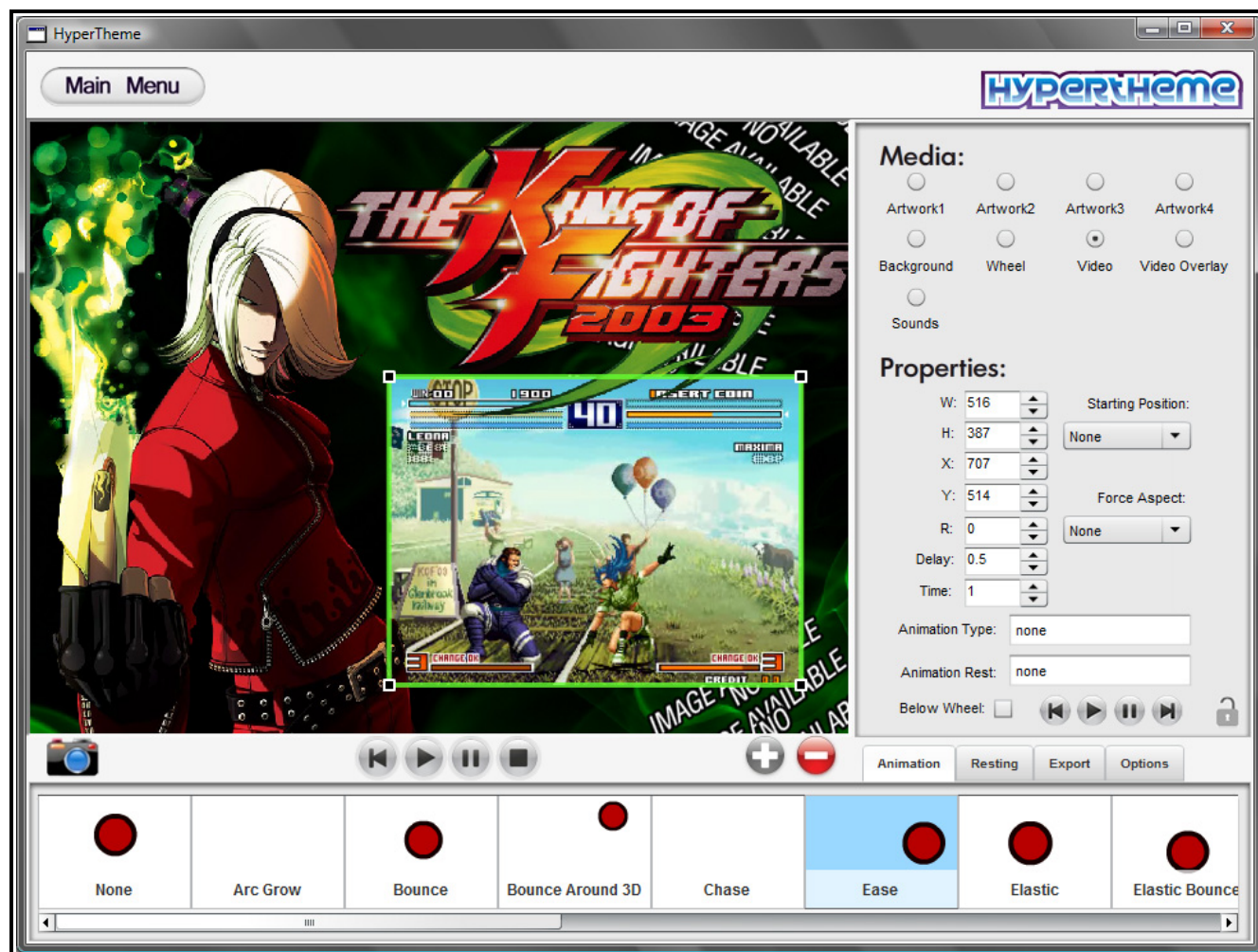
Fade,

Grow,

Grow Bounce,

Grow X, and Grow Y.

The next image is an example with video applied to the stage.



Adding a video overlay

You have two options for adding a video overlay. The first option is adding a custom image and the second option is to create a custom one with the built in overlay creation tools. When you have added a video the video overlay section becomes available with more video options.

Media:

☐ Artwork1

☐ Artwork2

☐ Artwork3

☐ Artwork4

☐ Background

☐ Wheel

☐ Video

☒ Video Overlay

☐ Sounds

Properties:


☐ Image (Set video rotation to 0)

☒ Custom

Border 1:

▲


▼



Border 2:

▲


▼



Border 3:

▲

▼



☒ Rounded

☐ Square

You can see that there are 2 options. Image and Custom. Having image selected allows you to use the add button to import a png image file. Remember that you cant add an image if your video is rotated so make sure you have your video rotation set to 0 or the add button will not be available.

The next option is the custom overlay. You can have the program draw a border around your image for you. You can have up to 3 borders which can all be different colors. The first border defaults to a size of 10 and a color of black but this can be changed by simply adjusting the properties manually.

Clicking on the color picker will open the color palette and you can either enter in a manual value for color, or you can move your mouse to anywhere in HyperTheme to find a color you want, you can even pick colors right out of your theme or out of the video.

The last and thing you can do is choose what kind of borders you want which can be rounded or square. Try the different options to see whats best for you theme.

Adding sound

This area is currently under construction.

Playing your theme

If you have a background, artwork or video added to the stage then you will have the option to play your theme. This is where you get to see your theme in action!

On the Stage Toolbar located just below the stage you will see your theme playback controls.



The theme playback controls consist of a Rewind button, Play button, Pause button, and Stop button.

The **Rewind** button restarts the playback of your theme.

The **Play** button starts the playback of your theme when in edit mode.

The **Pause** button can pause your theme during play.

The **Stop** button will return you to edit mode when you are in theme playback mode.

Taking a Snapshot

It is highly recommended to take a snapshot of your theme so that when you upload your theme you can also have a snapshot to show people your theme. This is also good for when making a theme announcement. Find the camera icon in the Stage Toolbar.



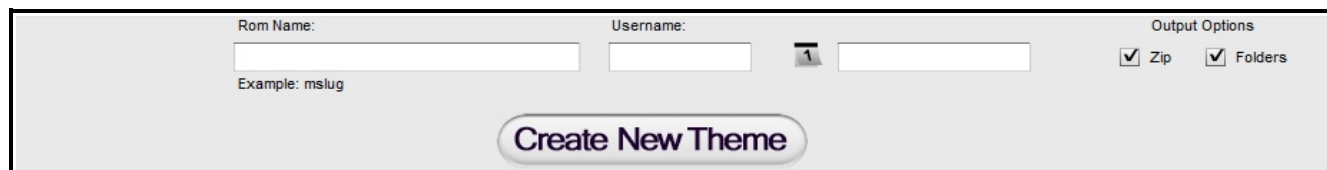
Exporting A New Theme

After your happy with your theme and ready to announce your theme you can save it to your hard drive. Basically HyperTheme will copy your files from their original locations and create the necessary folder structure for your theme and allow you to also zip up your theme when your happy with the final version.

How to save your theme

When your read to save your theme click the export tab at the bottom right of the application.

You will see some options that you will need to fill out.



The screenshot shows a dialog box titled 'Create New Theme'. It contains three input fields: 'Rom Name:' with a placeholder 'Example: mslug', 'Username:', and a third field with a small icon. To the right, under 'Output Options', there are two checked checkboxes: 'Zip' and 'Folders'. A large 'Create New Theme' button is centered at the bottom.

The first option is to fill out the rom name for your game. For example the game Metal Slug has a rom name of mslug, so enter mslug into this field. Make sure you get the correct rom name or it might not show up in HyperSpin.

Next you should fill out your username so that people can identify your theme by its creator.

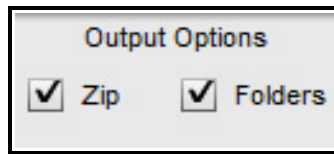
And lastly you need the date in the correct format, all you have to do is click the calendar icon and pick the date from the calendar.



You can see that today's date will be orange, so just you will just usually pick that as the date.

You also have some export options, if you just want the folders output then just have folders checked, if you want a final zip file

then make sure the zip option is checked.



HyperTheme will save your final files into a folder with the final output name based on the fields you filled in. Also HyperTheme saves all your themes into your HyperTheme/MyThemes/(name) folder. You can access your final results in this area. In the future you will be able to define your output path, but for now this is where your files will be located.

Editing An Existing Theme

This area is under construction.

Version History

Version 1.0 (August 24th, 2008)

First version of HyperTheme released.