

# Color By Numbers Documentation

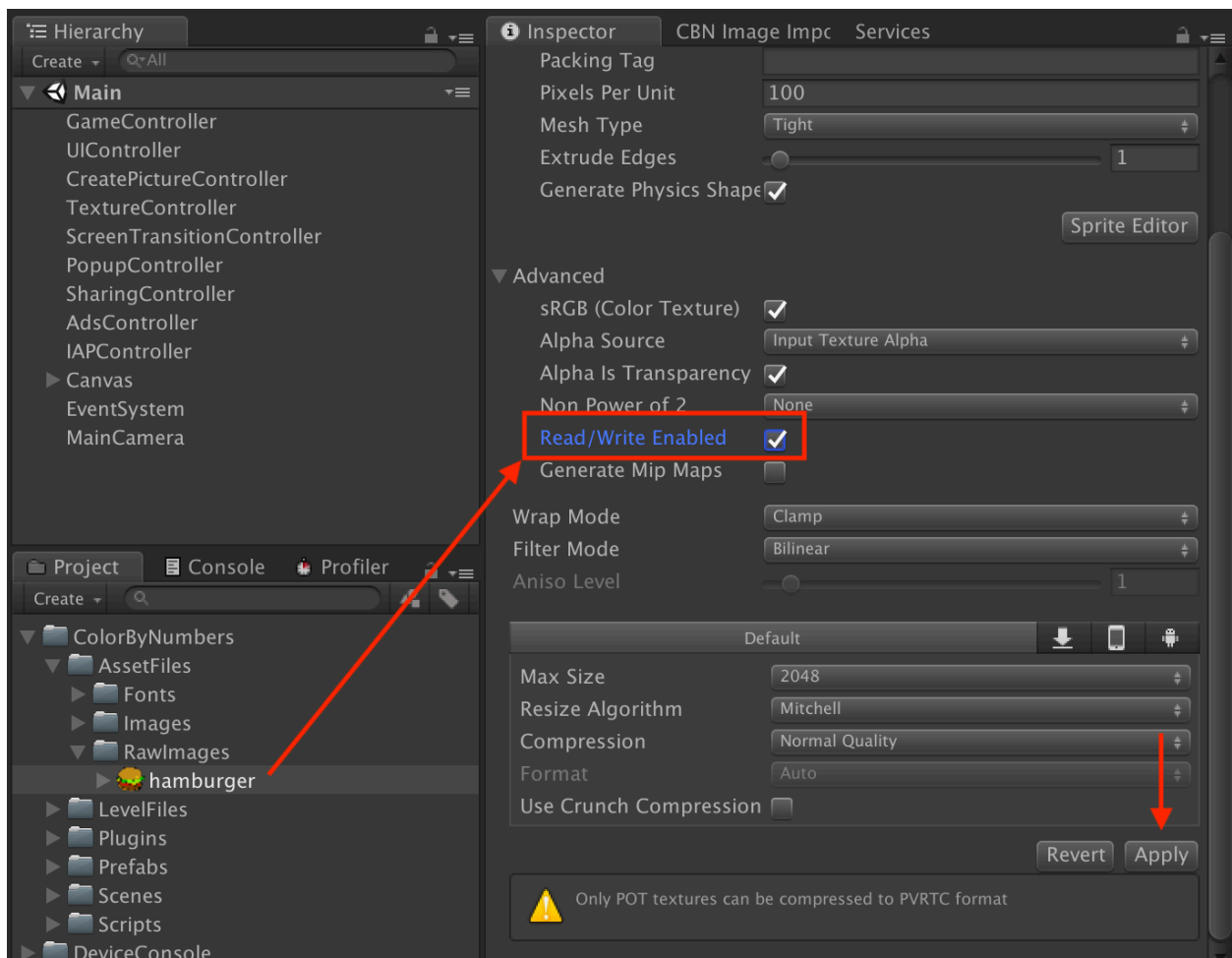
---

|                                       |          |
|---------------------------------------|----------|
| <b>Color By Numbers Documentation</b> | <b>1</b> |
| <b>1 CBN Image Import Window</b>      | <b>2</b> |
| 1.1 Import Settings                   | 3        |
| 1.2 Level Settings                    | 5        |
| 1.3 Preview                           | 6        |
| 1.4 Create Picture File               | 7        |

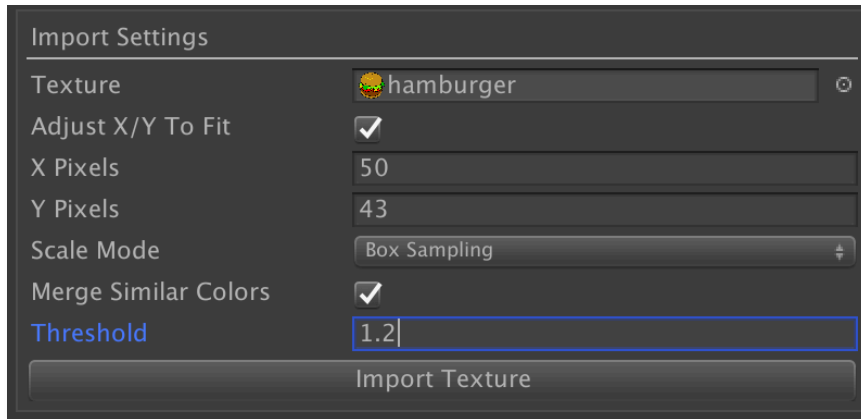
# 1 CBN Image Import Window

The CBN Image Import window is used to create the picture files that are loaded when the game runs. It provides a GUI interface for importing an image from the project folder, setting whether the picture is locked, setting the amount of currency to award on completion of the level, and exporting the image to a picture file that can be loaded at run time. To open the window, select the menu item **Tools -> Color By Numbers -> CBN Image Import**.

Note: Images must have the Read/Write flag set to true on the texture before importing them using the CBN Import Window. To do this, click on the image in the project then in the Inspector window check to **Read/Write Enabled** box, then click Apply at the bottom:



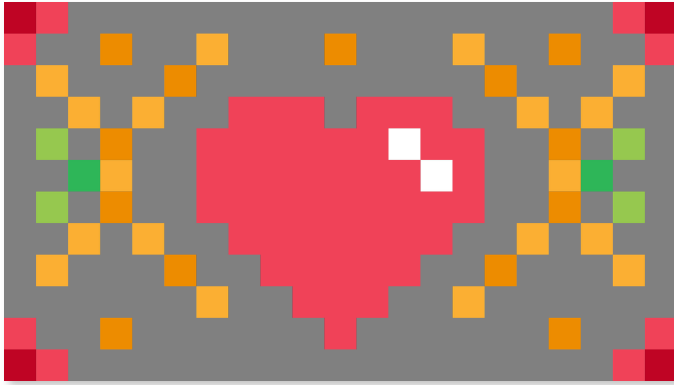
## 1.1 Import Settings



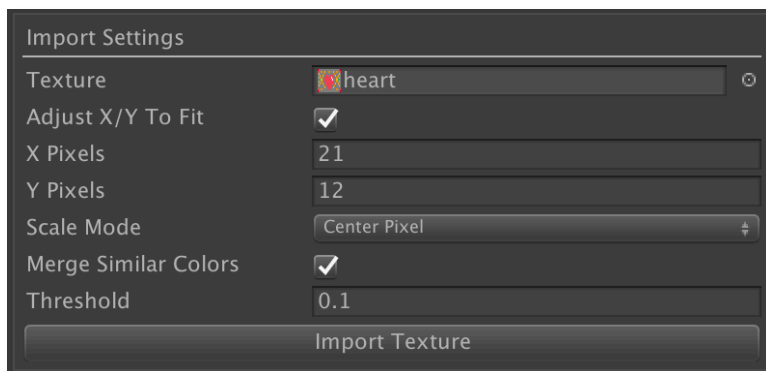
| Fields                      |  |
|-----------------------------|--|
| <b>Texture</b>              | The image to import into the window, drag a texture from the project window to import it.  |
| <b>Adjust X/Y To Fit</b>    | If this is checked then any time the X Pixels or Y Pixels changes the other will automatically change to keep the aspect ratio of the imported texture.  |
| <b>X Pixels</b>             | The number of x pixels in the final picture.   |
| <b>Y Pixels</b>             | The number of y pixels in the final picture.   |
| <b>Scale Mode</b>           | Specifies how the texture should be scaled to when imported. The given texture will be scale from it's current size to a width/height of X Pixels / Y Pixels. Box Sampling will take the average of all the pixels when scaling. Center pixel will simply take the middle pixel. |
| <b>Merge Similar Colors</b> | If checked then colors that are close together will be merged together to create one color.  |
| <b>Threshold</b>            | The minimum difference allowed between two colors when merging.  |

When importing a texture that is already “pixelized” it’s best to use Center Pixel for the scale mode and either un-check Merge Similar Colors or set the threshold really low to something like 0.1. Then just set the X Pixels and Y Pixels to the number or X/Y pixels in the image.

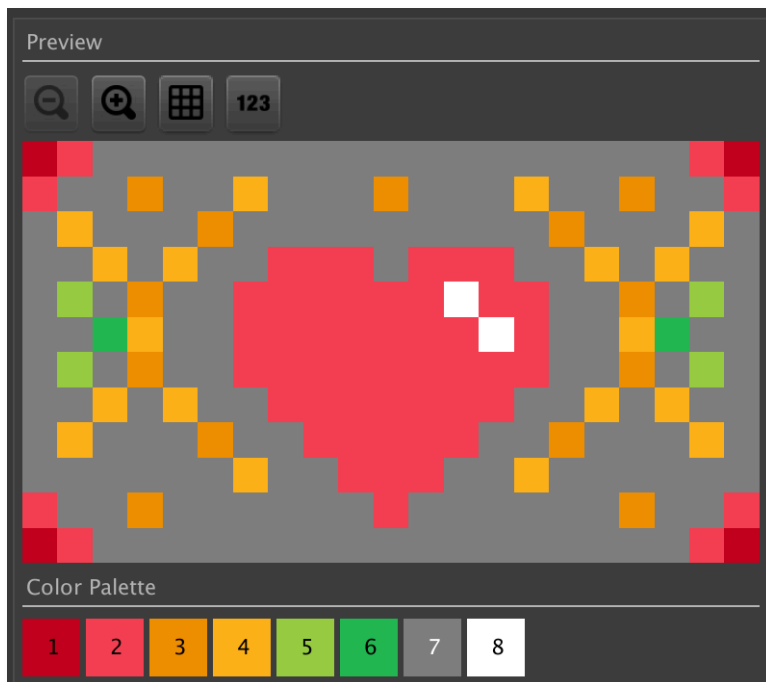
Example, say you want to import this image:



Then set the Import Settings to the following and click Import:



The imported image will be the same image with the same color palette and can now be exported to the picture file used by the game:



## 1.2 Level Settings

Level Settings

Is Level Locked ☒

Unlock Amount

Award On Completion ☒

Award Type

Award Amount

File Name

Output Folder: Assets/ColorByNumbers/LevelFiles

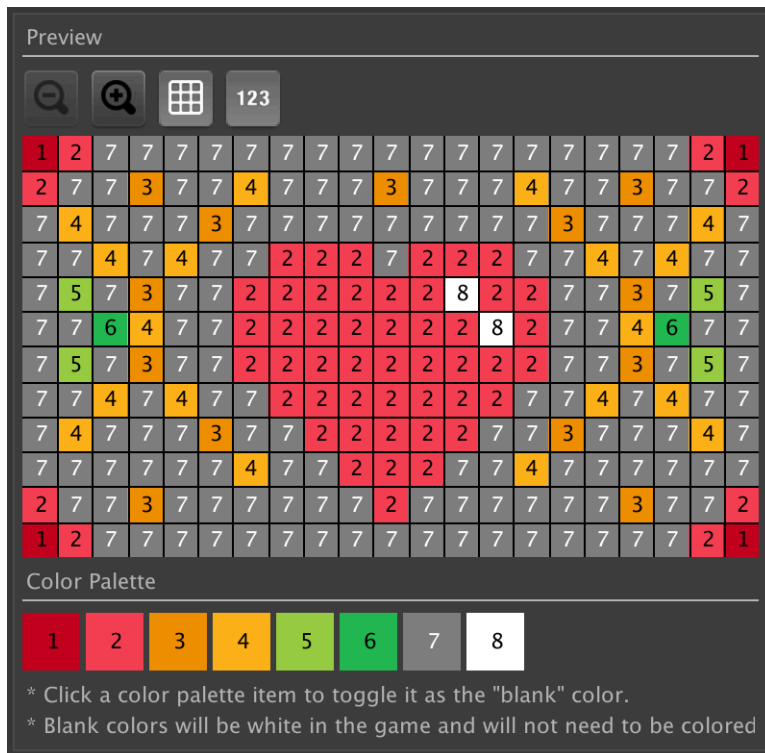
| Fields                     |  |
|----------------------------|--|
| <b>Is Level Locked</b>     | Set to true if the level is locked and the player needs to spend coins to unlock it.   |
| <b>Unlock Amount</b>       | The amount of coins required to unlock the level.  |
| <b>Award On Completion</b> | Set to true if this level awards coins when the player completes it the first time.  |
| <b>Award Type</b>          | Specifies how to assign the amount of coins to award below.  |
| <b>Award Amount</b>        | This field is shown if Award Type is Manual. Sets the amount of coins to award when the level is completed.  |
| <b>Amount Per Pixel</b>    | This field is shown if Award Type is Per Pixel. Sets the amount of coins per pixel that is awarded when the level is complete. Award Amount will appear and specify the amount that will be awarded. |
| <b>File Name</b>           | The name of the picture file when exported. If left blank then the unique id of the picture file will be used.   |
| <b>Output Folder</b>       | The output folder for the picture file. Can be set by clicking the Choose button. The folder must be in the projects Asset folder.   |

## 1.3 Preview

The preview section is used to see what the picture will look like in the game and the color palette that is used. There are control buttons to zoom in/out of the picture to get a closer look at larger pictures. There are also two toggles that show / hide the grid lines and color numbers.

**Note:** The color numbers will not appear on large images until the preview is zoomed in enough so the individual cells are large enough to show the number.

Clicking a color in the color palette will set it as the **blank** color. The blank color be set to completely transparent and will not need to be colored in in the game.



## 1.4 Create Picture File

When you are happy with the image that has been imported and finished setting the Level Settings, click the **Export Level** button. If there are no errors then a picture file will be generated and placed in the specified **Output Folder**.

In order to use this picture file in the game, simply add it to a **Picture Files** list in the **GameControllers** inspector.

