

=== Graphics Paths ===

Some builds of Frog games can be made to support multiple screen resolutions. For example, a single iOS build may need to run on devices with native resolutions of 1024x768, 960x640, or 480x320. In those cases, you may want to provide graphics for a single resolution and allow Frog to scale the graphics up or down so that it fits on the screen. Letterbox and pillarbox can optionally be allowed, which can prevent distortion from differences in the aspect ratios of the device and the graphics. However, you may prefer to provide separate files for each resolution to better control how things will look on certain devices. You could also do something in between. For example, you could provide graphics for 1024x768 and 960x640 and let Frog scale down the 960x640 graphics on 480x320 devices.

On platforms like PC and Mac, where we only plan on supporting a single resolution per build, graphics generally go in a folder named "Graphics" at the root of the build's file system. On platforms like Wii and iOS, where different files may be needed for different graphics resolutions, the paths have an extra level. Resolution-specific folders are placed within the Graphics folder, like "Graphics/1024x768" or "Graphics/960x640". When Frog is initialized, it picks a resolution-specific folder to use. The one it selects may not be the native resolution of the device. For example if you only provide "Graphics/1024x768", that's the resolution-specific folder that would be used, even on an iPhone. In addition, there is a "Graphics/Common" folder. In general, when looking for a file in Graphics, Frog will first check the resolution-specific path. If the file isn't there, it will check the "Graphics/Common" folder. This ability to keep the common graphics file separate from the resolution-specific files reduces redundancy in the file system. If a graphics file would be the same, regardless of the resolution, you can typically just put it in "Graphics/Common". For example, if you wanted to put the same buttons on different different parts of the screen on different devices, you'd put different Widgets.json files in the resolution-specific folders and put the associated sprites in the "Graphics/Common" folder.