Automatic Stage Creation Program tool by Cybaster

Documentation for Version 0.8

1) WHAT IS THIS THING ?

This program will allow you to create the basic layer of your stage, following some very simple steps.

Note that this is not a complete stage creation program, allowing you to add several sprites, deltas, animations, etc. This is just to put a single image into the SFF, to use it as main background for your stage. All the code in the DEF file will be written automatically for you, with good bounds, values, etc. The SFF file will also be compiled automatically, using one of the 3 available methods.

Hence, this program will be mostly useful if you create a custom stage from a single large image found on DeviantArt or wherever on the Internet. It won't be very useful if you plan on creating a stage with many small elements using various deltas, and it will be completely useless if you want to create 3D stages using the delta technique.

2) INSTALLATION

This tool was written using the Tcl/Tk language. However, I compiled/packed it using the freeWrap application (http://freewrap.sourceforge.net/), which means you shouldn't need anything to run it. Just double-click on the *Stage_Tool.exe* file, and it should launch automatically. If you need the source code for a reason or another, just send me a mail, and I'll gladly give it to you.

N.B. : Note that you will need the Java environment to run the SFF compiling tools, but this shouldn't be much of an issue on any Windows/Unix system nowadays. Go to www.java.com if you encounter any problem.

3) HOW TO USE

Bleh, it's supposed to be user-friendly. >:P
Balloons often appear by hovering the mouse over active zones. They'll give you instructions about what you have to do.

- Start by placing the image you'll be using to generate the stage directly in this very same folder, or at a place where you'll find it easily.
- Double-click on the Stage_Tool.tcl file and press "START".
- You just have to **set some parameters** at the beginning (name of the stage and image to use, your name, etc.) The resolution is that of the stage, which means 320*240 if it's a low-res stage, 640*480 if it's a high-res stage, and 1280*720/960 if it's a high-def stage. You also have to choose which version of Mugen this stage is meant for (Winmugen Plus, or Mugen 1.0).
- Then, you just have to **drag the Ryu sprite** with your mouse (click on it, maintain the left button down, and drag the mouse) to the correct position, Y-wise, in order to place him on the

ground properly.
- Then, do the same thing with the red line, in order to **define the bottom of the stage** on the screen.
  Trick : *press the right button of your mouse to auto-detect the bottom of the image and set the red line to this position.*
- If you're happy with the **Mugen screen mock-up**, click on 'Next Step', otherwise, go back to modify some settings.
- Choose the method you want to use to **generate the SFF file**. You have the choice between ImageSplitter, RGB and JigSaw. Note that JigSaw may take several minutes to compute everything if you're creating a very wide stage, so be patient. For more information about these different methods, read my stage creation tutorial (which you'll "need" to read anyway in order to add other stuff to your stage, if you don't know how to). Here's the link : http://mugenguild.com/forumx/index.php?topic=104470.0
- ???
- PROFIT !!! ... More seriously, if all went well, you should get a DEF and a SFF file with the name you entered as parameter. Move them to your stages folder, and test your fresh stage right away. :)

4) WHAT'S PLANNED NEXT ?

- Fix the bugs you may report. :P
- Option to compile the SFF file in SFF or SFFv2 format. SFFv2 doesn't present much of an interest for now, so I'll wait a bit.
- Add the scale parameter for the stage's sprites (Mugen 1.0 only). I actually coded it already, but disabled it because the program became far too slow if the scale was changed to a value different from 1 (Tcl/Tk is not an image manipulation language). No promises for this one then ...
- Add the possibility to change the size of the tiles when using the JigSaw method. For now, the palettes are fucked up when using tiles bigger than 16x16 pixels.

5) KNOWN BUGS :(

- If the image is too small compared to the resolution, it bugs when displaying the Mugen mock-up. To avoid this, I made it go directly to the next instruction.

6) FAQ

Q : This programs sucks.
A : You too.

Q : I can't make it work !
A : Read the INSTALLATION section of this Documentation, dammit ! Or just report it to me.

Q : I get a bug when using it.
A : Report the bug to me, and I'll try to fix it.

Q : And where do I report the bug !?
A : Go to www.mugenguild.com/forumx, and send me a PM (I go by the name of Cybaster).

Q : Hey MOTVN, happy with the JigSaw method ? :D
A (for real !) : I tried Cybaster's tool and I loved it.

Q : Why can't I create HD stages for Illegal Mugen !?
A : Because HD is for Mugen 1.0 only.

Q : Where can I get other fabulous stuff from you ?
A : www.mugenguild.com/cybaster

Q : Did you steal this FAQ from aokmaniac13 ?
A : Yes, and ?

7) CREDITS

- **Elecbyte :** For Mugen, obviously. The new RCx series rock ! We'll all be waiting for your updates of this wonderful engine.
        --> Website : www.elecbyte.com

- **aokmaniac13/Insanius :** for the ImageSplitter tool, it's awesome. I've included a very slightly modified version of the program in this folder too.
- **aokmaniac13/Insanius** (AGAIN !!!) **:** for the JigSawTool and RGBTool java applications, which he provided at the speed of light when I asked for help ! I can't thank you enough for saving me hours of Java coding. :D
        --> Website : http://www.justnopoint.com/lbends

- **Tunglashor :** for completely recoding sprmaker from scratch, making it compatible with 64 bits OS, as well as being more performant.

- **MugenGuild :** for hosting, and being my main Mugen place. Lots of fun. :)
        --> Website : www.mugenguild.com

- **Michel Beaudouin-Lafon, Kevin Kenny, Stewart Allen & Daniel Roche :** for writing some Tcl/Tk scripts that I've used in this program.

- **Paul Obermeier :** for supplying Binary distributions of the Img extension.
        --> Website : http://www.posoft.de/html/extTkImg.html

- **Djoulz, HankVenture, Iced, Insanius, Jango, Lasombra Demon, MOTVN and Tamez :** for beta-testing this tool, reporting problems they've encountered, as well as giving ideas to make it better.

- **Loona & Sion :** additional feedback and ideas.