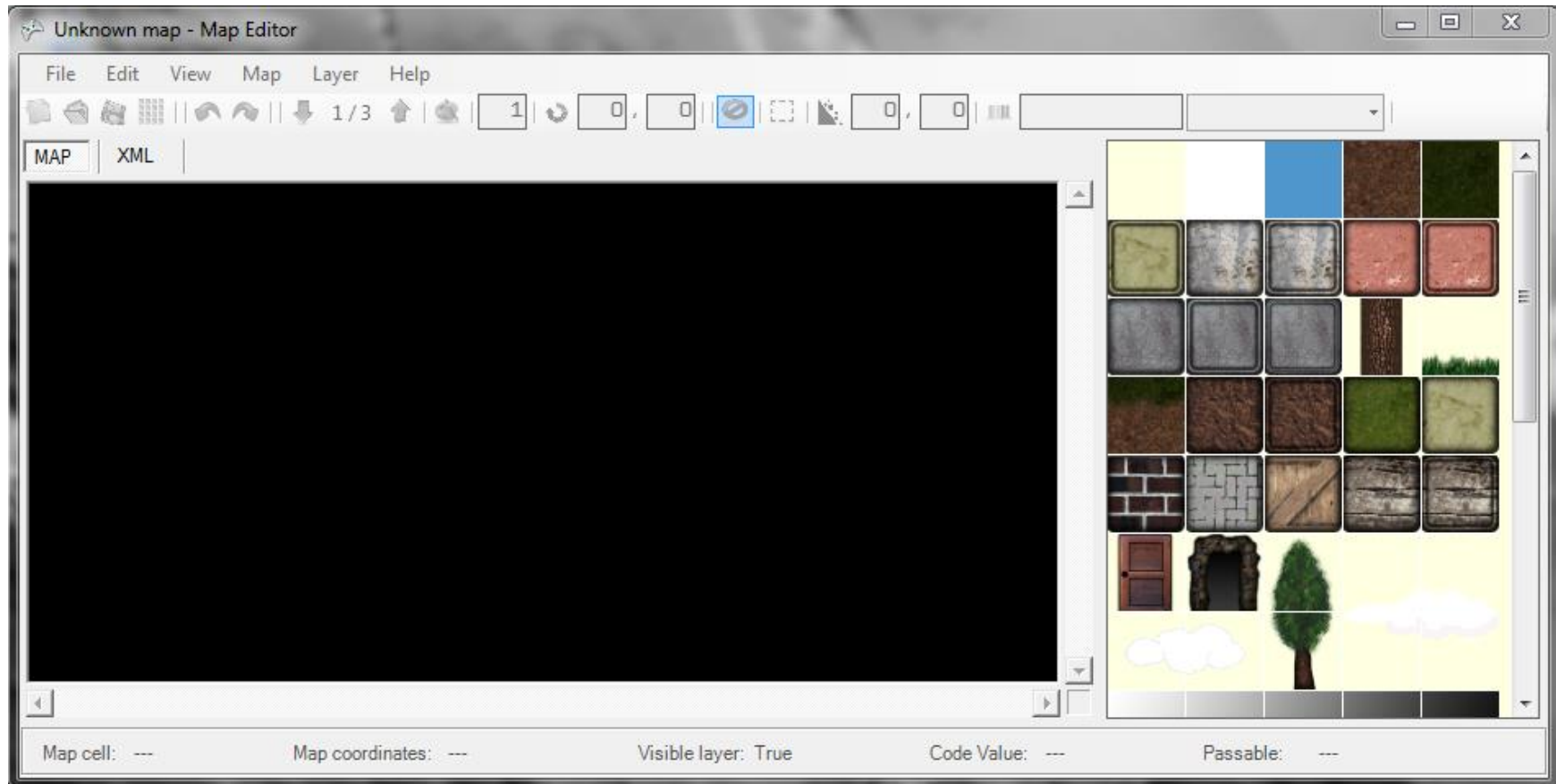


## **Help – Map Editor.**

This document explains how to use the Map editor version 2.0, part of “The everyone's game” Project.

Initial screen:



Controls under the tool bar are explained below, from left to right:

- Button: New map, allows setting some properties for a new map.
- Button: Load map
- Button: Save map
- Button: Load new tile sheet, this action will change all the selected tiles on the map, reflection their new designs.
- Button: Undo, up to 15 steps back.
- Button: Redo, up to 15 steps forward.
- Button: Changes the current layer to the one behind it.
- Label: Shows how many layers the map has, and which one is the selected one.
- Button: Changes the current layer to the one above it.
- Button: Tints the layer with the selected color.
- Text box: Changes the opacity of the layer.
- Button: Allows the layer to be auto scrolled inside of the games (not supported on the Platformer or TDS game).
- Text box: X axis scroll speed.
- Text box: Y axis scroll speed.
- Button: Sets the block as not passable (modifier: Alt).
- Button: Allows a selection of an area on the current layer. F key fills the selection, U key unfills it.
- Button: Sets gravity to a square.
- Text box: X axis gravity value.
- Text box: Y axis gravity value.
- Button: Sets some text value inside the selected square.
- Text box: Text value to be setted.
- Combo: Available text values.

Under these buttons, you can change the view of the map from graphical to its XML code. It is advice not to change the XML code.

Graphical map:



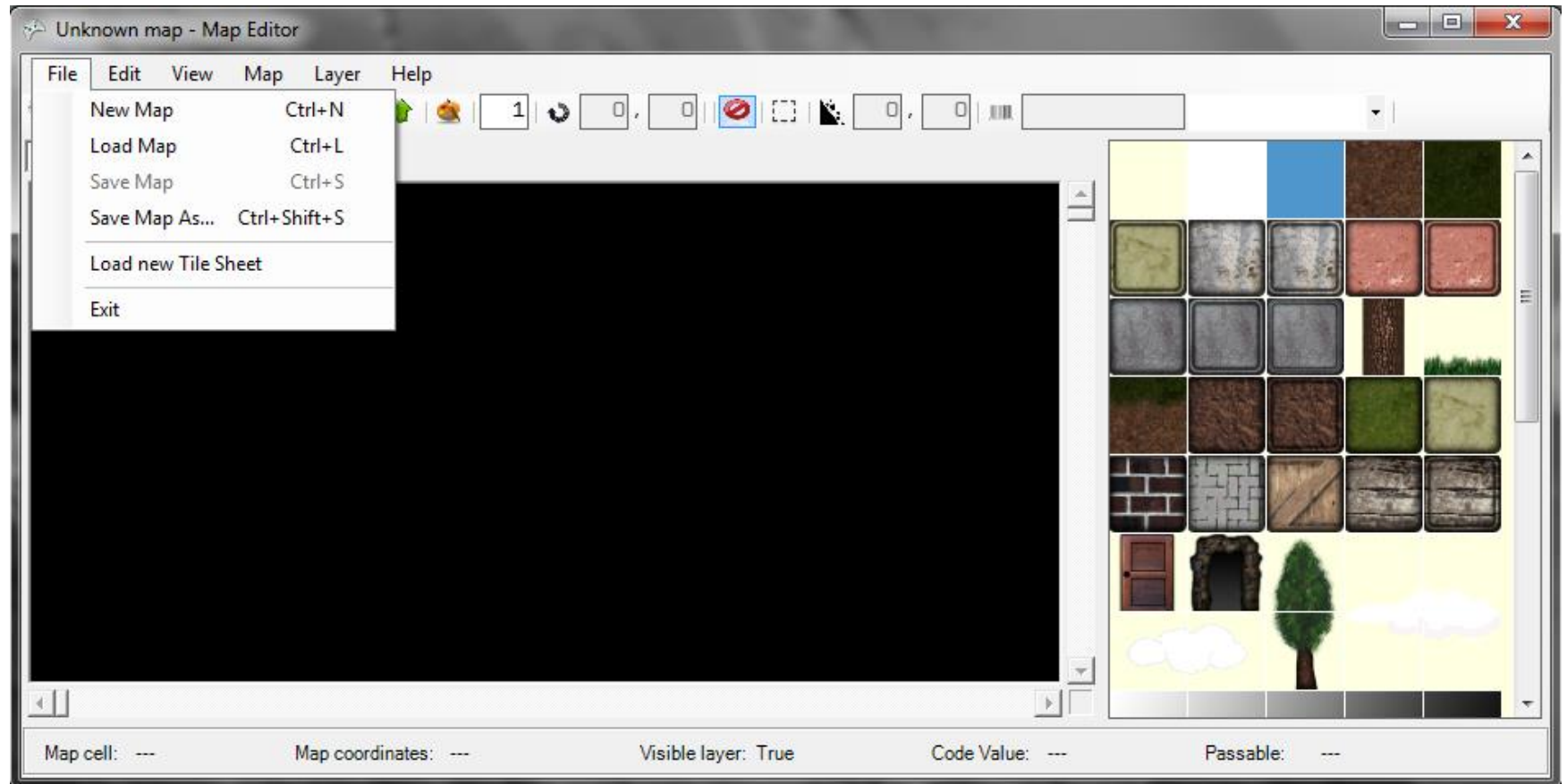
XML code:

```
<?xml version="1.0"?>
<SerializableTileMap xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xmlns:xsd="http://www
  <TileWidth>48</TileWidth>
  <TileHeight>48</TileHeight>
  <MapWidth>40</MapWidth>
  <MapHeight>11</MapHeight>
  <MapLayers>3</MapLayers>
  <Gravity>
    <X>0</X>
    <Y>0</Y>
  </Gravity>
  <SerializableMapLayerCollection>
    <SerializableMapLayer>
      <MapLayer>
        <ShowLayer>true</ShowLayer>
        <AutoScrolling>false</AutoScrolling>
        <AutoScrollingVelocity>
          <X>0</X>
          <Y>0</Y>
```

Under the map, the following indicators can be found:

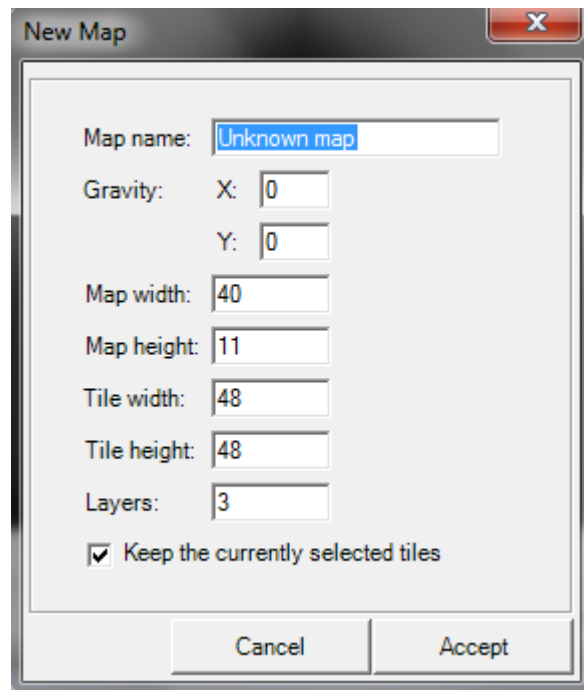
- Map cell: X and Y cell where the mouse pointer is found.
- Map coordinates: X and Y coordinates where the mouse pointer is found.
- Visible layer: Indicates whether the layer is visible or not.
- Code value: Shows the text value of the cell (if any).
- Passable: Shows whether the cell is passable or not.

"File" menu:



All options are self-explanatory.

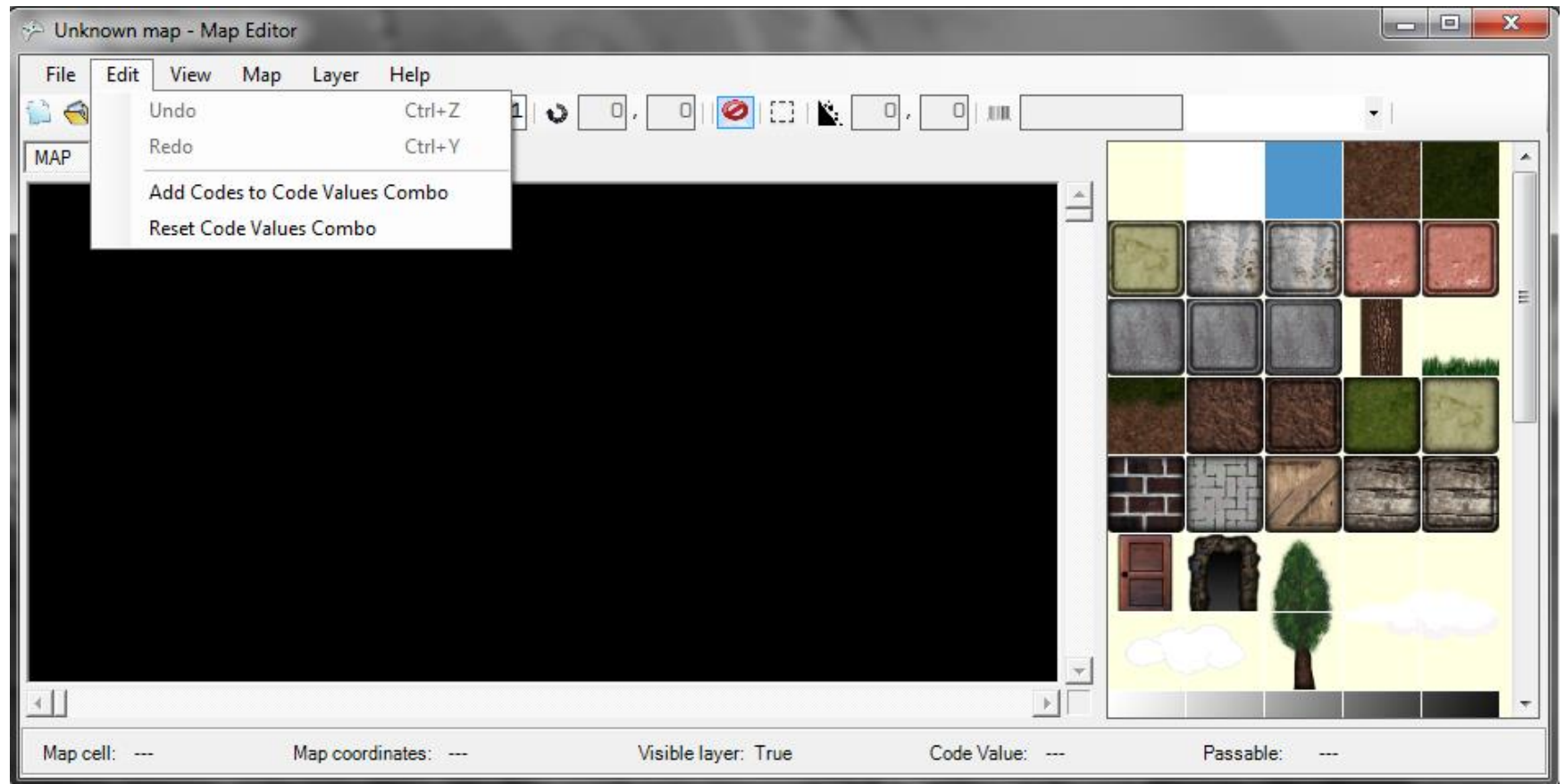
The “new map” option shows the following window which allows the creation of a new personalized map with its size and standard values:



The image shows a 'New Map' dialog box with the following fields and options:

- Map name: Unknown map
- Gravity: X: 0, Y: 0
- Map width: 40
- Map height: 11
- Tile width: 48
- Tile height: 48
- Layers: 3
- ☒ Keep the currently selected tiles
- Buttons: Cancel, Accept

"Edit" menu:



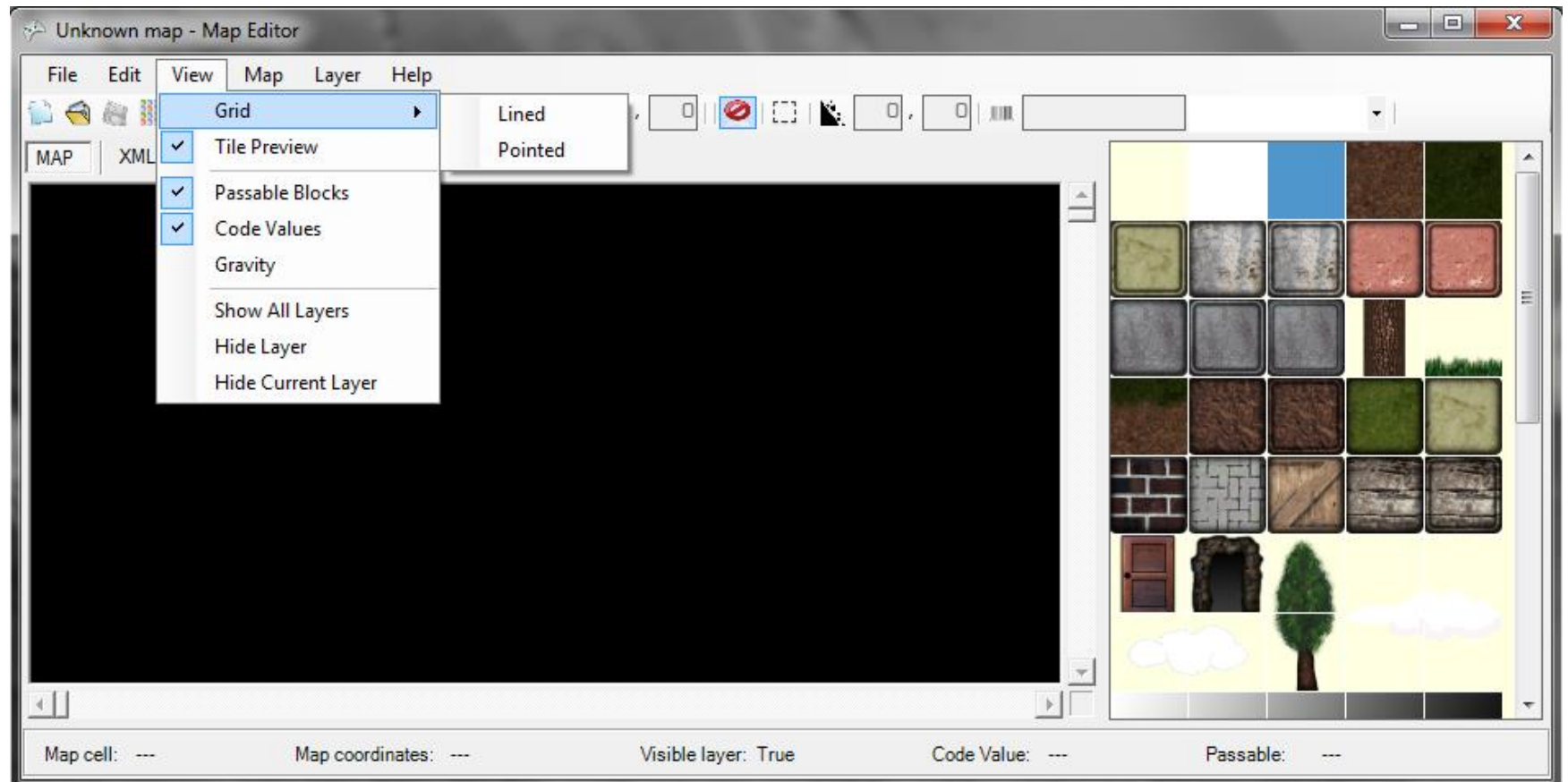


From this point you can update the Text combo values with a text file. All options need to be located in new lines, without commas or any other separator.

If the phrase "INSTRUCTION: EMPTY CODE VALUE ITEMS" is found inside the text file, it will delete all existing values in the combo, but not in the map.

The reset combo values are used to restore its defaults values.

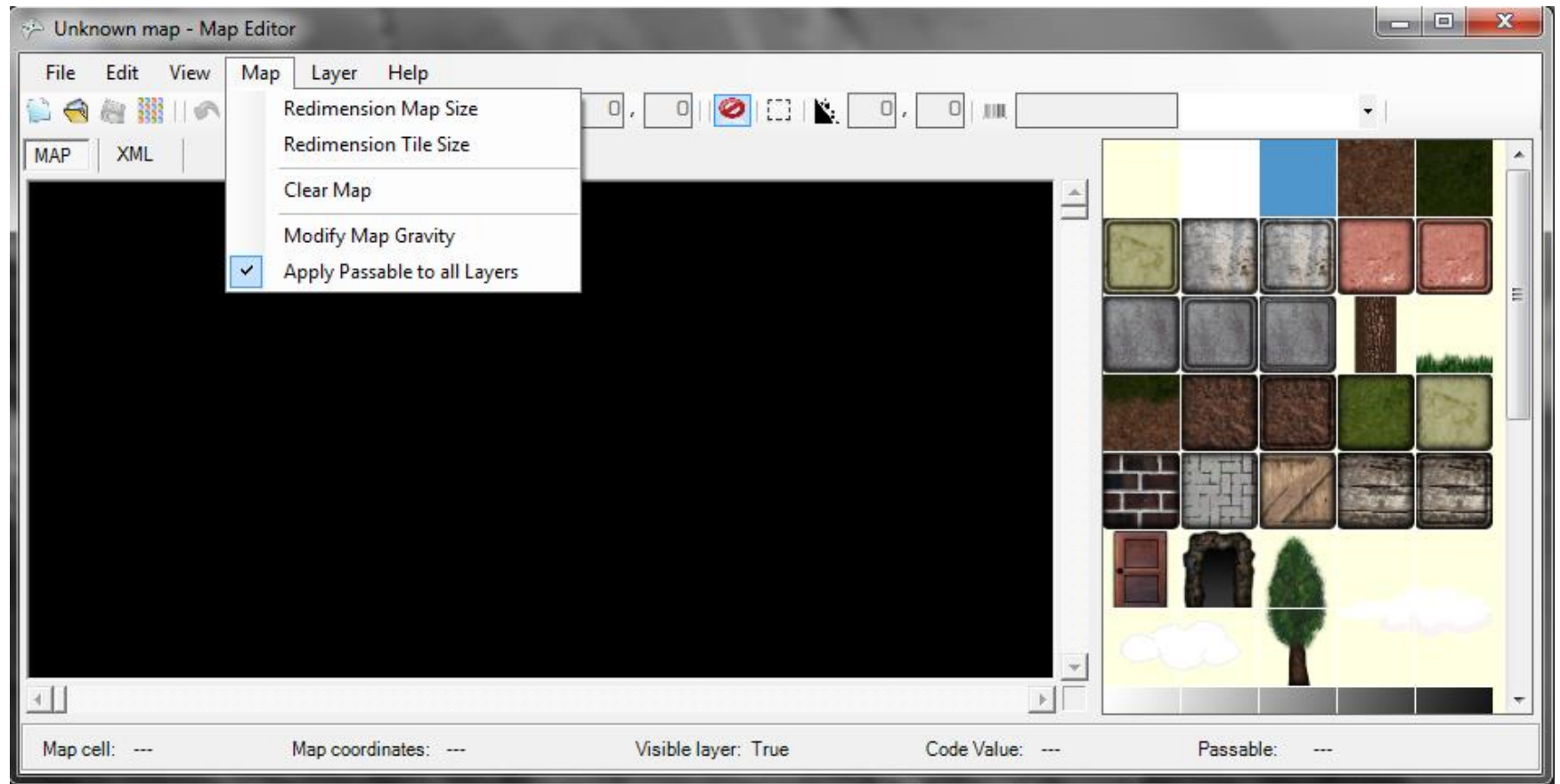
“View” menu:



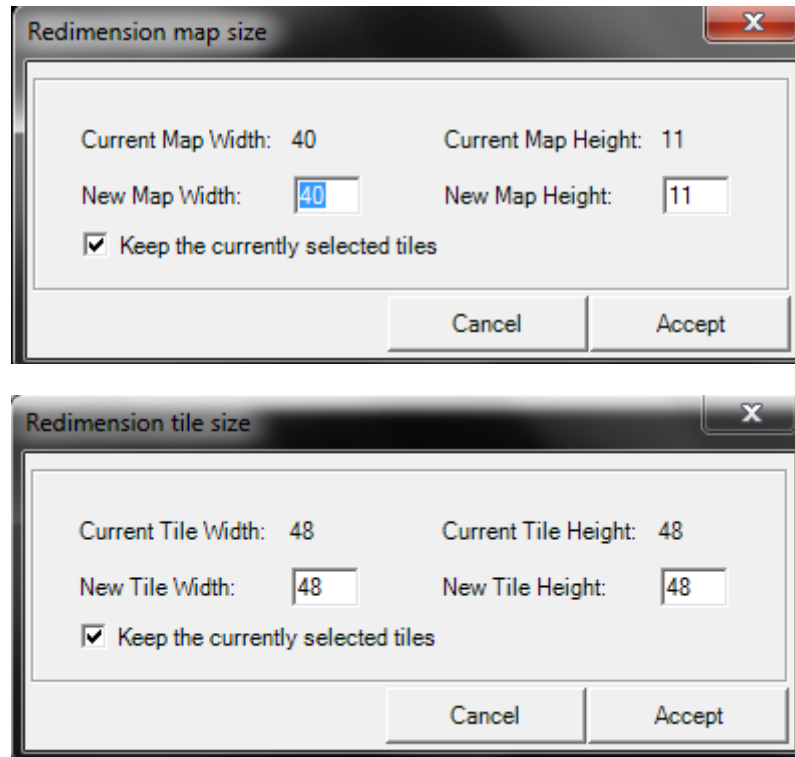
The options work as follows:

- Lined grid: Draws a lined grid showing the map squares.
- Pointed grid: Draws a pointed grid showing the map squares.
- Tile preview: Allows seeing how the selected tile will look in the map if setted.
- Passable blocks: Allows showing or hiding the passable blocks indicator on the selected layer.
- Code values: Allows hiding or showing the selected code values of the selected layer.
- Gravity: Allows hiding or showing the selected gravity on each square of the selected layer.
- Show all layers: self-explanatory.
- Hide layer: self-explanatory.
- Hide current layer: self-explanatory.

“Map” menu:



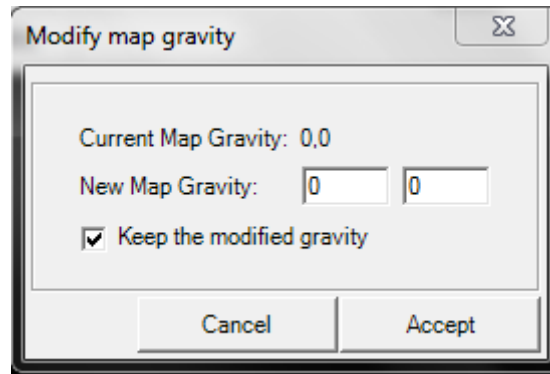
“Redimension Map Size” and “Redimension Tile Size” allow changing the size of the map and the size of the tiles for each layer.



If the “Keep the currently selected tiles” is checked, it won’t delete anything from the map.

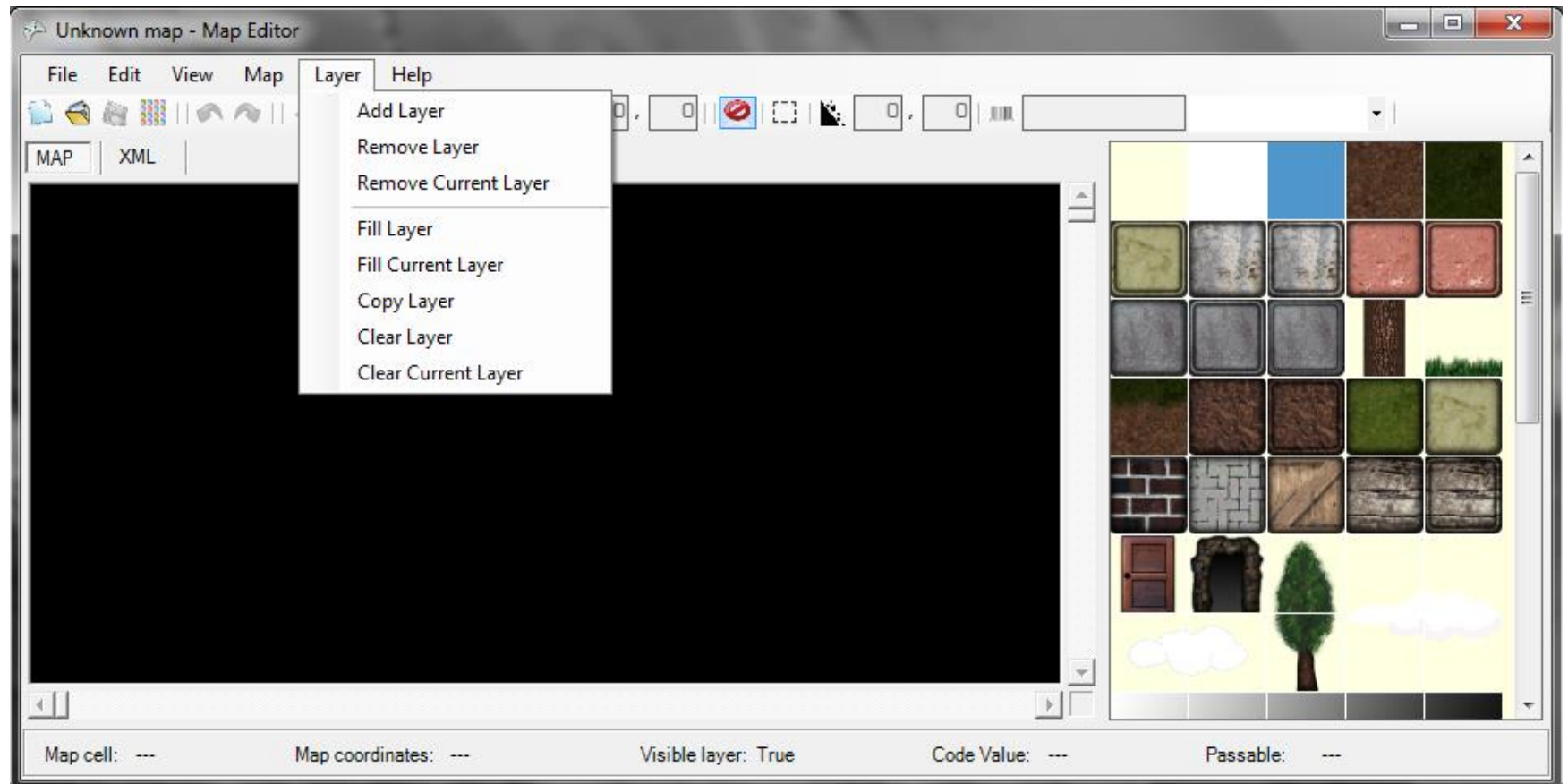
“Clear map” deletes all the values and tiles setted on the map.

“Modify Map Gravity” changes the gravity of each square for each layer that has not been changed before by the user.

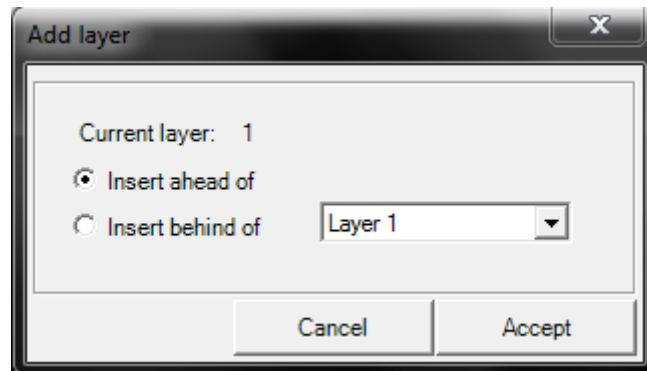


“Apply Passable to all Layers” allows setting the “passable” value of a square to all layers at the same time.

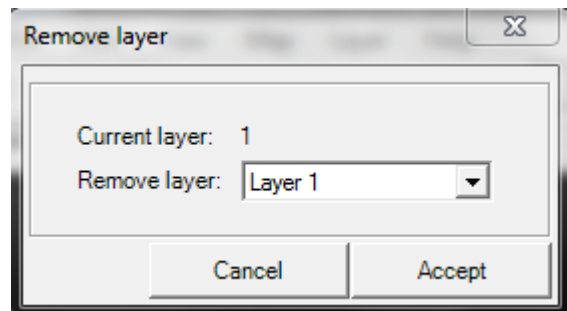
“Layer” menu:



“Add Layer” allows the creation of a new layer ahead or behind the selected layer:



“Remove Layer”, “Fill Layer” and “Clear Layer” are self-explanatory and use the same following window.



“Remove Current Layer”, “Fill Current Layer” and “Clear Current Layer” are the same as above but over the currently selected layer.



“Copy Layer” allows copying all of the content from one layer to another. The original content of the destination layer is completely deleted after this operation:

