

Explore Paris UI Legend



When the Explore Paris map is loaded, this is what you should see.

Up (default state) Pins:

File Names: (LocationName).png + pointshadow.png

Size to appear on screen:

Main pin: 87x115 pixels

Special Effects Ect:

1: 2pt white stroke around LocationPin

2: Shadow sits behind pin

Location Pins with Names:

Le Grande
Taverne de
Londres



Jardin des Plantes



Parc Monceau



Les
Grands-Danseurs
du Roi



Guinguette Paradis



La Palace Royale



Home



La Trompette
du Peuple



Cafe Principe



Le Petit Mogol

Hover and Click State:

File Names: (LocationName)_Active.png + pointshadow.png + MapLocationPlate.png

Size to appear on screen:

Main pin: 140x185 pixels

LocationPlate: 69 pixels tall (9 slice to make horizontally scalable)

Special Effects:

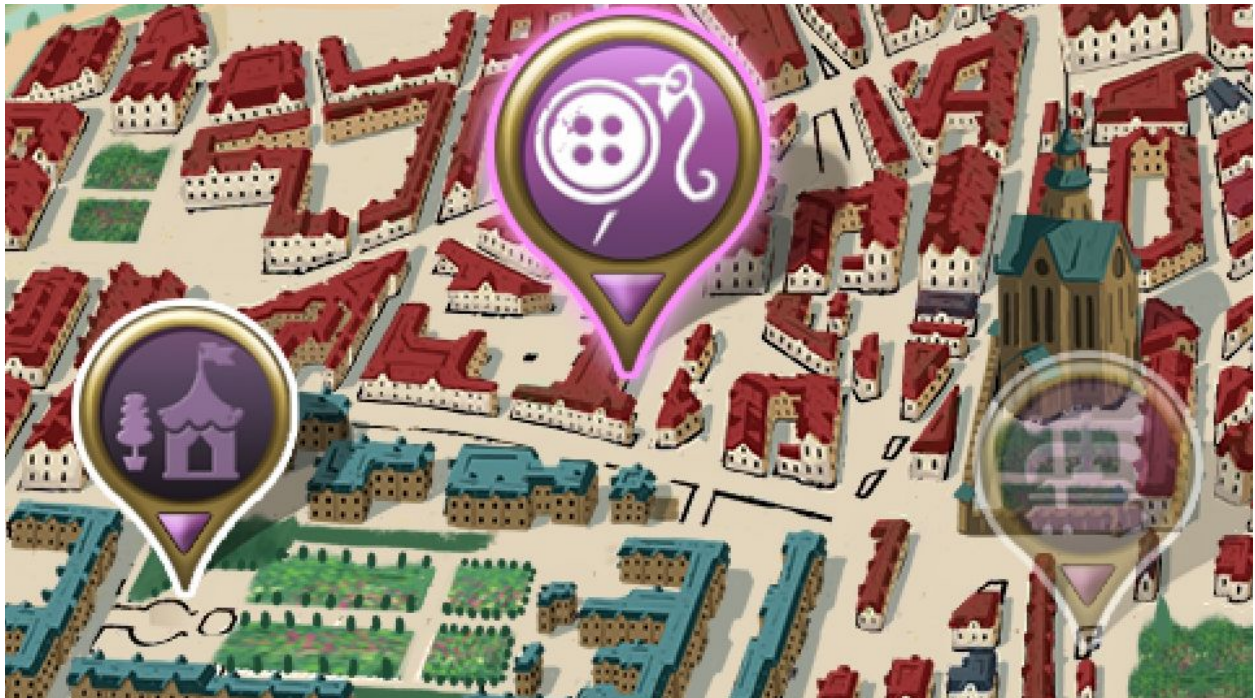
1: 2pt magenta stroke around Location Pin and Name Plate

2: Add a magenta glow to match above

3: Shadow sits behind pin



Inaccessible Pin Locations:



Set pins to 50% opacity if the location has not be unlocked yet or if the player does not have access to the location for whatever reason.

Mini Modal



File Names: MapLocationPlate.png + (Standard button) + Modal.png

Size to appear on screen:

Modal Window: 1000x450 (9 slice horizontal and vertical scaling needed)

LocationPlate: 69 pixels tall (9 slice to make horizontally scalable)

Interior images: Interior images will be saved out as separate files under their location name. They will be roughly 550x445.

Special Effects:

- 1: A black solid set to 50%-75% opacity to darken the Paris map placed under modal.
- 2: Drop shadow set to 100% opacity on modal.
- 3: Drop shadow on name plate.