PulseEdit v1.001

## Controls

W, S, A, D – Move map

Arrow keys – Move mini map

## Setup

The first time you run the program, a new config.txt file will be created for you.

If you need to change any of those values, you can just open the config file and change them.

\*Make sure that the tileset name includes “data/” before it if it is in the data folder!\*

If you don’t have the proper tileset name, you will be prompted to fix it.

## Credits

Programming by Ricky Joudrey

Tilesets and most button images by Rachel J. Morris - <http://www.moosader.com/>

## Bugs

Under normal conditions, this program should have no bugs. If you find any, please reach me on the forums - <http://elysianshadows.com/phpBB3/memberlist.php?mode=viewprofile&u=3348> .

## The Future of PulseEdit

I plan to use this map editor to make maps for my next project – an RPG.

I know that the mini map isn’t complete, but when I start learning OpenGL I will update this program.

## Thanks to…

Rachel Morris – for making a great tutorial all about making map editors. The tutorial can be found on her webpage.

Bakkon – for answering a ton of questions.

Everyone else on the ES forums for making it easy to keep learning more about programming.