NAME

Intorduction path

BGM\_PATH

PHOTO\_PATH

EAT\_SOUND\_PATH

DIE\_SOUND\_PATH

DIE\_PICTURE\_PATH

WIN\_SOUND\_PATH

WIN\_PICTURE\_PATH

RGB(Background Color)

RGB(Die Color )

RGB(Win Color)

RGB(Snake Color )

Fruit\_Color\_Nums Fruit\_Num

RGBSS(Fruit Color )(S represents the score of the fruit and size)01

RGBSS(Fruit Color )02

RGBSS(Fruit Color )03

RGBSS(Fruit Color )04

RGBSS(Fruit Color )05

RGBSS(Fruit Color )(You write as many lines of RGBSS as Frui\_Color\_Nums)06

speed

bool\_die\_png\_lock\_ bool\_win\_png\_lock\_ bool\_grow\_fruit\_color\_ (Show whether pure color background or Picture after you die & whether your snake grow the color of fruit)

ERASE\_FRUITS(0/1)?(Characters could erase some fruits.

RGB(Magic color)

Float\_fruit\_effc\_time\_ Float\_fruit\_effc\_delay\_

fruit\_effc\_init\_size\_ fruit\_effc\_end\_size\_ fruit\_effc\_end\_gap\_

cold\_time;

Erase\_01\_or\_not? Erase\_02\_or\_not?.........(if Erase write 1)

SKILL\_FREQ

EFFECT\_SOUND\_PATH

标识 EFFECT\_PHOTO\_PATHS\_MARK\_

EFFECT\_PHOTO\_PATH\_01

EFFECT\_PHOTO\_PATH\_02

..... 直到 end

(This yellow area is optional if you set ERASE\_FRUITS 0)

File Character.txt shows how many Characters you have and where there profiles are.

help\_.txt;loding\_.txt

Menu\_text\_.txt;snakeText\_.txt;Tips\_.txt

are text profiles.

they are like:

SIZE R G B FONT\_PATH(You should leave no space between Blue and FONT\_PATH like

45 255 255 255Fonts/BusLedDisplaySmall.ttf)

texts you want to show.

All paths use /

English only in all profiles.