

GOLDEN BITS



Manual Brief Instructions



Interface

Splash Screen



here are 3 options in the splash:

1. Click to play the game.



Level Editor

s.

Level editor window



The first window is the level editor, its top bar have several button

2. Click to edit the game.
3. Click to config the cartridge.

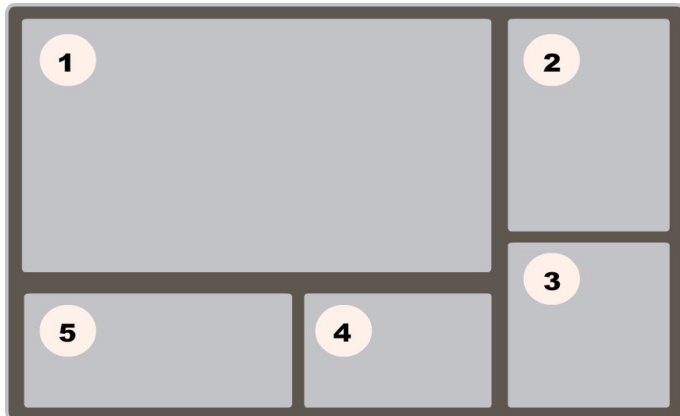
Config Cartridge Window



Config cartridge:

1. The clear button reset the cartridge.
2. Canvas to edit icon.
3. Field to edit name.

Edit Mode



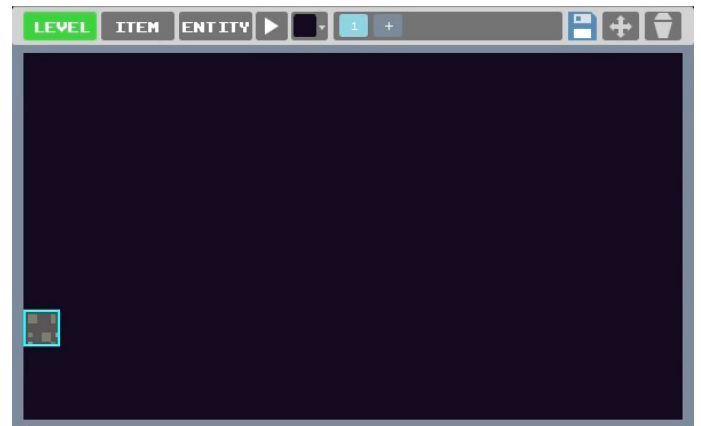
The edit mode have 5 primary windows:

1. Level editor
2. Pixel editor
3. Animator
4. Text editor
5. Assets lib

Manual 1/6

1. **LEVEL** **ITEM** **ENTITY** These buttons change the type of tiles.
2. Click to test the current level.
3. Open a color picker to change the background color.
4. On this bar you can switch between levels and create new ones.
5. Save your current level change.
6. While this button is active you can drag the level upwards, downwards, forwards and backwards.
7. Delete the current level.

Level painting

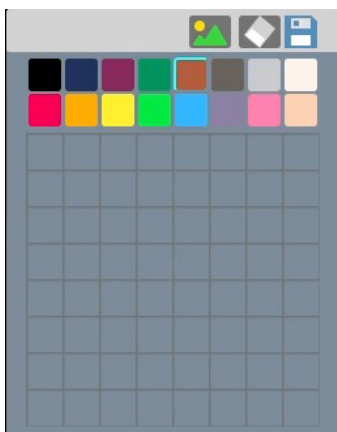


To paint tiles on the level just press the left mouse button. Erase the tile with the right mouse button.

Manual 2/6

Pixel Editor

Pixel editor window



This window have 3 sections:

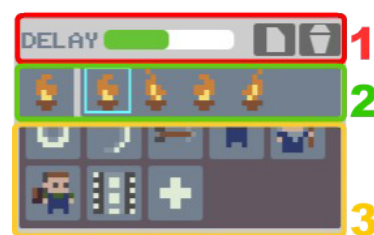
1. A button bar.
2. The color pallet.
3. Canvas.

Button bar:

1. The first button is a toggle to select the type of tile:
 - Background tile.
 - Collision tile.
 - Breakable tile.

Animator

Animator interface



This window have 3 sections:

1. Tool bar.
2. Frame bar.
3. Library of animations.



Tool bar:

- The delay bar, change the frame rate animation.
- Click to create a new frame.
- Click to delete the current frame.

Frame bar:



- The left image show the animation. click to play animation

2.  This second button erase completely the canvas.
3.  Click to save the file.

Manual 3/6

- All the right images show the frames.
double click on any frame to edit

Library of animations:



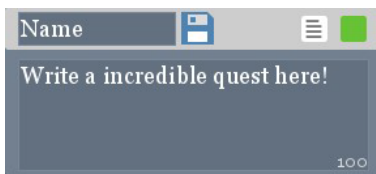
- Click on any frame to play animation.
- Double click on any frame to edit.
- Click on the "+" frame to create new animation.

Manual 4/6



Text Editor

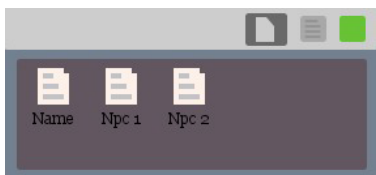
Text editor window




Bar content:

-  Save changes
-  Change between "text editor" and "select text" windows

Select text window



Bar content:

-  Create new text.
- Double click on any text file to open and edit.

Manual 5/6




Assets Lib

Assets Library



The assets library tiles change according to the level editor.

-  Create a new tile.
- Click on the tile to paint on the "Level editor" window.
- Double click to edit the tile on the "Pixel editor" window.

Manual 6/6

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