

Click Spy

Clickteam Fusion 2.5 - RetroRemakes Checklist

www.impactgamers.net/rr-cs

A1-B2 are suitable for Free Edition B3 onwards for Standard/Developer

A1 World Size

- New Application [1:17]
- Set Application Window size to 888 x480 [1:25]
- Go in frame editor [1:50]
- Change frame size 1920x1080 [2:30]
- Save work [3:28]

A2 Cursor

- Insert active object [3:45]
- Rename object [4:00]
- Mouse movement [4:11]
- Close test application [4:57]
- Set static movement [5:09]
- EVENT EDITOR- [5:16]
- New condition for position [5:18]
- Run application [6:12]
- Turn off destroy of too far from frame [6:46]
- New condition to hide mouse [6:57]
- Edit cursor [7:39]
- Hot spot [8:22]
- FRAME EDITOR- [9:24]
- Add backdrop object [9:26]

A3 Panning

- Insert active object [10:46]
- Rename and resize 880x500 [10:57]
- Edit object [11:24]
- Change movement to bouncing ball [12:03]
- Turn object invisible [12:25]
- Adjust blend coefficient [12:40]
- Lock object [13:08]
- Create new layer [13:30]
- Drag object to layer [14:02]
- Give object direction [14:40]
- Put object into qualifier [14:52]
- Clone object [15:20]
- Rename and set direction [16:00]
- Adjust grid setup [16:20]
- Adjust X and Y coefficient [17:50]

- EVENT EDITOR- [18:00]
- Add action for scrollings [18:10]
- New condition for mouse pointer [18:50]
- New condition negated [19:52]
- New condition test position [20:40]
- FRAME EDITOR- [21:35]
- Add new object [21:40]
- Resize object [22:00]
- Have placed, resized and renamed the cloned objects [23:20]

A4 Hide Items

- Select layer [24:30]
- Insert new active object [24:35]
- Make object not visible [24:50]
- Edit new object [24:55]
- Clone placement object [25:25]
- Insert new active object [27:04]
- Change qualifier [27:20]
- Clone Object [28:02]
- Edit Object [28:18]
- EVENT EDITOR- [29:22]
- Add action for loop [29:35]
- Add new condition for loop [29:50]
- Add action for order [31:08]

B1 Timer

- FRAME EDITOR- [31:30]
- Insert new counter object [31:34]
- Change counter font/color [31:55]
- Add initial value [32:09]
- EVENT EDITOR- [32:29]
- New conditions for counter [32:32]
- New conditions for score/winning [33:39]

B2 Penalty

- FRAME EDITOR- [35:00]
- Add new particle object [35:24]
- Insert physics engine [35:42]
- Change physics balls [36:10]
- Put in right layer [37:19]
- Move and rename particle object [37:44]
- Bad particle version [37:55]
- Add counter [38:48]
- EVENT EDITOR- [39:10]
- Add action for creating particles [39:18]
- New conditions for bad particle [39:46]

B3 Inventory (Full version)

- FRAME EDITOR- [42:27]
- Layer 2 selected [43:22]
- Insert new background object [43:33]
- Set size of inventory bar [44:07]
- Set grid 5x5 [44:31]
- Insert new object [45:20]
- Add flag [46:35]
- EVENT EDITOR- [46:53]
- Add global string [47:20]
- Go to event list editor [47:51]
- New conditions for inventory [48:23]

B4 Detective (Full version)

- FRAME EDITOR- [54:09]
- Insert new active object [54:30]
- Insert new object [55:11]
- Edit image/ import animation [55:18]
- Insert new string object [55:58]
- Add alterable string [57:00]
- EVENT EDITOR- [57:38]
- New condition [57:47]
- New condition negated [59:00]
- FRAME EDITOR- [1:00:00]

C1 Fixed Items (Full version)

- Add flag to objects [1:01:23]
- Add to layer 1 [1:02:15]
- Place objects in game [1:02:32]
- EVENT EDITOR- [1:02:44]
- Insert condition for flag off [1:03:15]

C2 Holding Items (Full version)

- FRAME EDITOR- [1:03:41]
- Insert new active object [1:03:47]
- Edit object [1:04:27]
- EVENT EDITOR- [1:04:50]
- Add action [1:05:00]
- FRAME EDITOR- [1:05:37]
- Edit hand object [1:05:40]

C3 Locks/Doors (Full version)

- Insert new active object [1:06:17]
- Add qualifier [1:06:33]
- Edit object/ add image for open and closed [1:07:14]

- EVENT EDITOR- [1:08:10]
- Insert new condition [1:08:30]
- Add new condition [1:09:07]
- Insert condition and negate [1:10:09]
- FRAME EDITOR- [1:10:40]
- Edit safe animation speed to 0 [1:10:45]
- Add new flag [1:11:11]
- EVENT EDITOR- [1:11:21]
- New condition for safe frames [1:11:25]
- New condition to check safe flags [1:12:13]
- Insert condition for overlapping [1:13:11]
- !BUG! [1:13:35]
- FRAME EDITOR- [1:13:49]
- Insert new active object [1:13:50]
- Add qualifier [1:14:04]
- Clone door [1:15:20]
- EVENT EDITOR- [1:16:18]
- New condition for blackboard [1:16:24]
- FRAME EDITOR- [1:17:24]
- Place objects [1:17:33]
- EVENT EDITOR- [1:17:45]
- New condition [1:17:52]

C4 Titles/Frames (Full version) & Sounds

- STORYBOARD EDITOR- [1:18:55]
- Create more frames [1:19:02]
- FRAME EDITOR- [1:19:33]
- Insert backdrop [1:19:40]
- Insert new string object [1:20:06]
- EVENT EDITOR- [1:20:51]
- New condition to add sound [1:20:53]
- New condition for starting [1:22:05]
- FRAME EDITOR- [1:22:20]
- Adjust objects/background [1:22:28]
- EVENT EDITOR- [1:23:40]
- New condition to add sound [1:23:50]
- New condition for starting [1:23:55]
- Rename frame [1:24:22]
- EVENT EDITOR- [1:24:32]
- Adjust actions [1:25:00]
- !BUG! [1:25:15]
- Change global values [1:25:34]
- Replace condition [1:26:00]
- Add sounds [1:26:58]