

Editor Icons

- Storyboard
- Frame Editor
- Event Editor

X Don't Use X
 Global Event Editor

- ### Keyboard Shortcuts
- Storyboard Editor - CTRL+B
 - Frame Editor - CTRL+M
 - Event Editor - CTRL+E
 - Workspace - CTRL+W
 - Properties - CTRL+D
 - Run Application - F8

STORYBOARD EDITOR

This is the STORYBOARD EDITOR
allows us to add up to 3 frames
(levels) in the free version

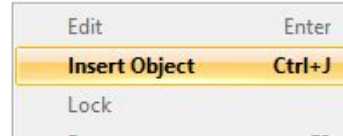
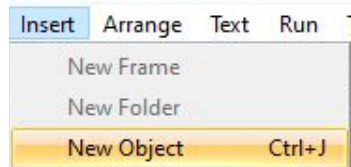
Click the
Frame's
number to
load the
Frame editor

No.	Thumbnail	Comments
1		Title : Frame 1 Password : 640 by 480

FRAME EDITOR

The FRAME EDITOR
Allow us to Insert Object to
our level and position them.

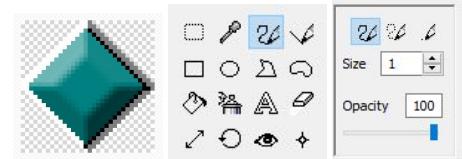
Insert objects
by the top
Insert menu or
right clicking in
space



Name the object by using the
About tab in the **Properties
Window** or pressing F2
(you could add Movement too)

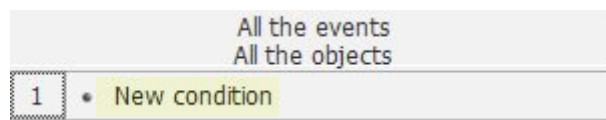


Edit the Image of object
by pressing ENTER
when they are selected
or double click on them.



EVENT EDITOR

The EVENT EDITOR
Allow us to code the rules of
the game (events)



Click on the words "New condition" to load the objects to check

RIGHT-click
on the event row
under the object you
want to action



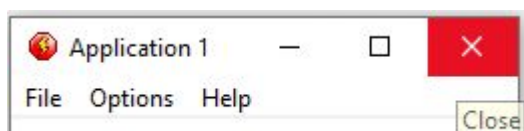
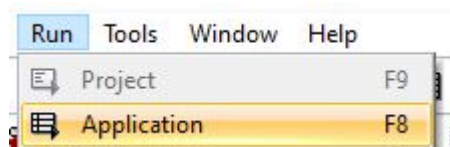
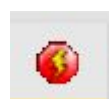
"RIGHT-click for a tick"

TESTING YOUR GAME

Press the Run Application icon,
or use the **Run** menu or F8



Make sure you close your test
Application before continuing
building your game /
Make sure there isn't a red
circle with lightning on your
taskbar.



Website tutorials

