

This is how to import 2D Characters. Draw all animation character frames into one PNG file then input the number of frames for both directions after importing.

----- Importable File Format -----

- File Format: PNG Format (Full Color)
- Sizes: One frame of usual size should be Width 48 x Height 64 pixels and place them as the image below. It represents four directions with three frame animation. It is a character from SGB.



- Vertical Frames: If a character has four directions, you would place the character frames: U (going up), D (going down), L (to the left) and R (to the right).
- Horizontal Frames: Place the frames vertically to have an animation for the character. If it has four directions, you need to have the same number of frames for each direction.

----- **Point to Be Noted about Sizes** -----

The width of one terrain block is the same length of a character's width which is 48 pixels.

The example characters' height is 64 pixels, but if you prepare an image larger than this, the characters' part of the head might disappear when it stands close to the wall. This situation is not avoidable when you create a large moving-around 2D image. We advise you to use big characters for stationary events and have some Test Plays to see how it goes. Moreover, if the players look these big characters up from the low angle of the main character's view, they might not be displayed properly.

----- **How to Export System Materials** ----- [P.S. September 7th, 2016: Current Restriction]

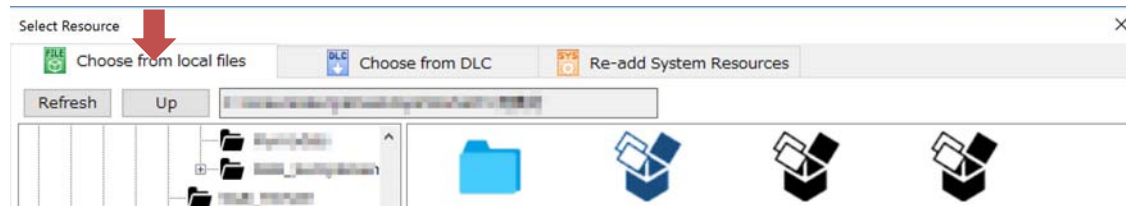
Pre-packaged system characters can be exported to any folder and they could be modified.

1. Select a character which you'd like to export from "Character Asset List".
2. Click the "Export" button above the list.
3. "Select a folder for exporting" window shows up. Select a folder to export from the left side of the window and click "Select Folder" button.
4. There will be a new folder created with the character's name and a PNG file will be exported into the folder.

----- How to Import (or Add Assets) -----

Select the PNG format file to import the file.

1. Select, “Add Assets” > “Characters” > “2D”
2. Press the “+Add” button above the “Character Asset List”.
3. Select “Choose from Local File” tab from the “Select Resource” window.



4. Select the file you want to import from the right side of the window and press “Add” button. Your new material will be added to the list. The default files will be distinguished from those added files from users which will be shown in the green color icons. The user imported materials will be saved in the game file when you save your game data. The original files are not be used as they are.

----- Setting for Loop Animation and the Frame Division -----

After you’ve successfully imported the image, you need to input the number of frames for both directions.

1. Select “Characters” > “2D” tab
2. Choose a material from the “Character Asset List”
The user based material is displayed with green icons.
3. Input numbers for horizontal frames, vertical frames and display duration.
 - Horizontal Frames: Input the number of animation frames.
 - Vertical Frames: If a character has four directions, input “4”. If a character only has one direction, then input “1”.
 - Display Duration: Input the number of display time for each animation frame with 1/1000 second units. If it’s 0.5 second, then it’ll be 500.
4. Select how it repeats the animation.
 - Disable Loop: It stops after all the frames were played.
 - Loop: After all of the frames were played, it plays it backwards and plays it again repeatedly.
 - Loop to the Beginning: After all of the frames were played, it starts to the beginning again and repeats itself.

----- the option to add animations patterns for 2D characters (February 9th, 2017)-----

By preparing 2D character graphics with filenames that start with "_", it is possible to set animations for 2D characters. Using the filenames listed below will allow the game to automatically link these animations. It is possible to choose different animations from a list located in the event panel for changing character graphics and the graphic select screen.

When Moving On The Map

- `_wait` : Idle animation
- `_run` : Running animation

In Battle

- `_attack` : Attack animation
- `_charge`: Charge command animation
- `_guard` : Guard animation
- `_skill` : When using a skill
- `_item` : When using an item
- `_damage`: When taking damage
- `_KO` : KO animation
- `_win` : Winning pose animation
- `_escape` : Escape animation
- `_wait2` : When waiting for your turn

: Animation patterns example

`dot_cha001.png`



`dot_cha001_KO.png`



`dot_cha001_wait.png`



*When the animation graphics that follow the above format are added via the Add Assets menu, they will be added as the character animation for the selected character.

For example, if a "`dot_cha001_wait`" resource is added for the character "`dot_cha001`", it will added as a selectable wait animation for this character.

In addition to the above patterns, by preparing 2D character graphics with filenames that start with "_", it is possible to set animations for 2D characters freely.