

Add Assets --- Character Portraits --- SMILE GAME BUILDER HELP

The character portraits are big images of characters when they appear in conversations and/or the status screen.

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

- File Format: PNG Format (Full Color)
- Sizes: Width 320 x Height 544 pixels

If there is no problem after you've tried Test Plays, then other sizes will be fine.

----- About Sizes -----

These character faces will be used in several areas with different window sizes. So, the images will be clipped to fit in for the certain windows.



Whole image is shown (the status screen)



Only the face part is shown (the top menu screen)



Only the face part is shown (the battle screen)

In the case of the top menu screen, the one third of the image will be used from the center of the original image. It'll be width 200 x height 226.

Roughly, the red frames of below images are the shown areas.



In the case of the battle screen, the images will be chopped off 64 pixels from the top and 32 pixels from the bottom. And then those scaled down images will be displayed in the proper positions.

----- About Facial Expressions -----

One character can register four different images for the faces which are “normal”, “happy”, “anger” and “sorrow”.

They can be distinguished by put specific words at the end of the file names for each.

The “normal” is required, but the other facial expressions are not necessary to prepare. The “normal” substitutes every expression.

- [Name of the character]_normal.png > Normal (required)
- [Name of the character]_smile.png > Joy
- [Name of the character]_anger.png > Anger
- [Name of the character]_sorrow.png > Sadness

These images below are the examples of the default character.



----- 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.

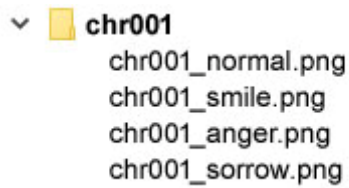
----- File Preparation for Importing -----

One character could have maximum images of four facial expressions. Put them into one folder and import the whole folder.

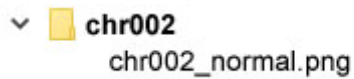
You need to name the folder as same as the character, and put them all in.

This is the important part, even if a character has one “normal” expression, you need to put it in a folder.

Ex: Importing four facial expressions named as “chr001”



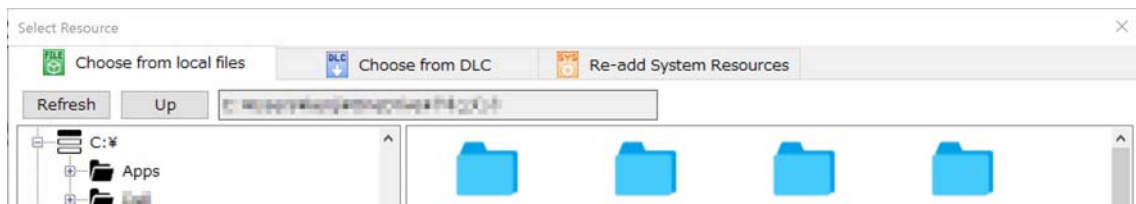
Ex: Importing only one facial expression named as “chr002”



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

The character faces have to be imported per folder for a character.

1. Select, “Add Assets” > “Characters” > “Character Portraits”
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 folder you want to import from the right side of the window and press “Add” button. Your new added materials will be listed in the “Character Portrait Asset 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.