

Add Assets --- Monster --- SMILE GAME BUILDER HELP

This is how to export and import 2D images of monsters for the battle scenes.

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

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

1. Select a material which you'd like to export from "Monster 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. A new folder named "Monster" will be created and a PNG file will be exported into the folder.

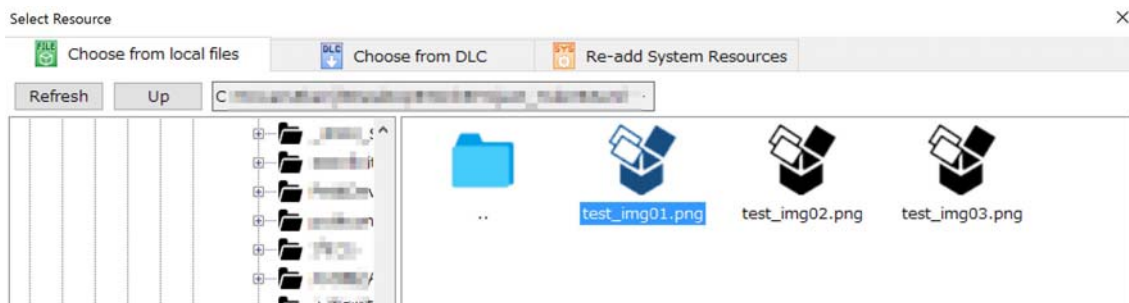
----- Importable File Format -----

- File Format: PNG Format (Full Color)
- Sizes: Maximum width 544 x Height 360 pixels is the best size. However, if the image sizes are bigger than this, it may cause some problems, like they might not fit into the window or so on. Please try Test Plays and see how it goes.
- The display sizes will be adjusted automatically it depends on how many monsters appear at the same time or it's in the front/back row.

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

Select the PNG format file to import the file.

1. Select , "Add Assets" > "Monster" tab
2. Press the "+Add" button above the "Monster 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 added materials will be listed in the "Monster 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.