

Add Assets --- Map Tiles--- SMILE GAME BUILDER HELP

This is how to export and import terrain blocks. Those texture files have to be in one folder.

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

The 3D model of the terrain block is already concrete. You can only import texture images as materials.

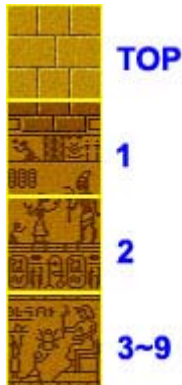
One block of the sides is created 48x48 pixels.

- File Format: PNG Format (Full Color)
One terrain block per one texture
- Size of Heights: One block texture size is 48x48 pixels, and the top part is the surface and the blocks beneath are the sides. Put blocks as you required for its height and make one image, like from the top, the first block is the surface, the second one is the side of the surface and so on. At least, if there is one side of the block image, it's okay. On the Editor mode, when you make the ground level higher, the same image will repeat itself for the lower sides

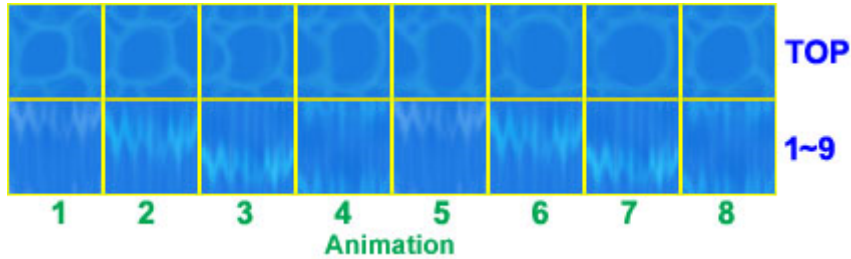
This image below is an example texture of 2 blocks in height. If you raise the ground level more than three, the second side texture will be repeated.



This image below is an example texture of 3 blocks in height. If you raise the ground level more than four, the third side texture will be repeated.

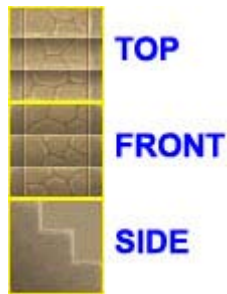


- Size of Widths: Usually one block is 48 pixels, but like the water texture, you can place several blocks across to get the animation effect. The display time for each block is fixed.



- Slope and Stairs: For the slope, the top of the surface and the side are equivalent to the slope surface and the side. Those blocks will be scaled to display. For the stairs, it has to be three blocks: the step top surface, the step front surface and the side.

An example of the stairs



The image size should always be multiples of 48 pixels for both width and height.

----- [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.

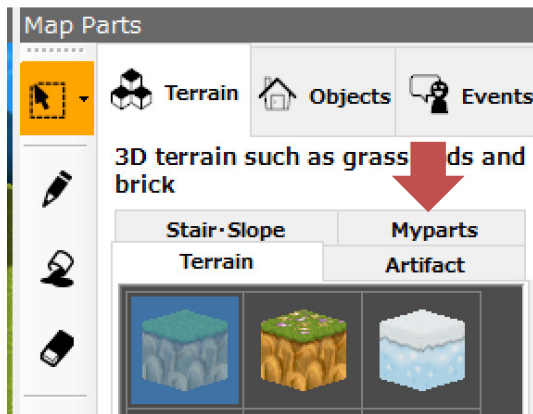
1. Select a terrain block which you'd like to export from "Terrain Block List". You could select a whole folder from the category.
2. Click the "Export" button above the list.
3. "Select a folder for exporting" window shows up. Select a folder to export from the left side of the window and click "Select Folder" button.
4. There will be a new category terrain folder created and PNG files will be exported into the folder. The name of the folder for terrain blocks, a different name is given for management purpose of the software, so it might not be the same as displayed category name on the system.

- Exported PNG files can be modified with any graphic editing software.

----- [File Preparation for Importing](#) -----

The terrain blocks will be imported by categories, not individually.

The Categories in here is a definition of tabs in the map parts. The image below is showing that a category called "Myparts" was imported.



*Please be careful that the delete process will be also by the category units.

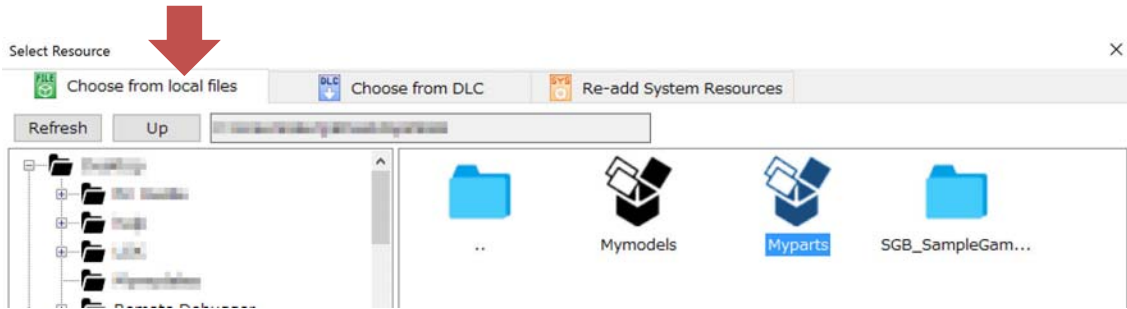
When you import the terrain blocks, make a named file somewhere and put all the textures (*.png) in the folder.

Basically, the name of the folder will be the name of the category.

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

The terrain blocks will be imported by the named folder. If there is a same category exist, the new textures will be added and the old files will be overwritten.

1. Select, “Add Assets” > “Maps” > “Map Tiles”
2. Press the “+Add” button above the “Terrain Block 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. (*You need select a folder, not a file unit!) Your new added terrains will be listed on the new tab in the map part section. 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.

----- Asset Data Settings -----

The terrain blocks can have several optional settings, like round the corner edges when the ground level goes up, passable or not passable. You can change the terrain blocks to a slope or stairs here.

1. Select, “Add Assets” > “Maps” > “Map Tiles”
2. Choose the category.
3. Select a terrain block from the “Terrain Block List”.

The asset data setting section is displayed below the preview, and make any changes as you required.



----- About Asset Data Settings -----

- “Round Edges”: The terrain block will have a round edged surface when it’s lifted up. Try and see it for you self.
- “Traversable”: Players can walk on this terrain block.
- “Liquid”: It displays the surface a little below the ground level, like the ocean.
- “Poison”: When players walk on this block, they will be one of abnormal state, “poisoned”.
- “Terrain”, “Stairs” and “Slope”: There are three assortments to choose from.

The stairs and the slope are the special blocks and they behave like the actual objects. The directions can be changed, but not the height. It might have a setting error, if there is only two blocks in the texture image to make the terrain block as stairs.