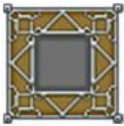**Add Assets --- Windows --- SMILE GAME BUILDER HELP**

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

- File Format: PNG Format (Full Color)

- Sizes: Regular Windows > Width 128 x Height 128 pixels

Repeated Patterns > Width 60 x Height 60 pixels

For the regular windows, all four corners will be used as they are, but the borders will be scaled to fit the particular windows.   For the repeated patterns, the borders will not be scaled but repeated.

----- 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 "Window 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 "Windows" will be created and a PNG file will be exported into the folder.

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

Select PNG files that you'd like to import.

1. Select, "Add Assets" > "Game Images" > "Window"

2. Press the "+Add" button above the "Window Asset List".

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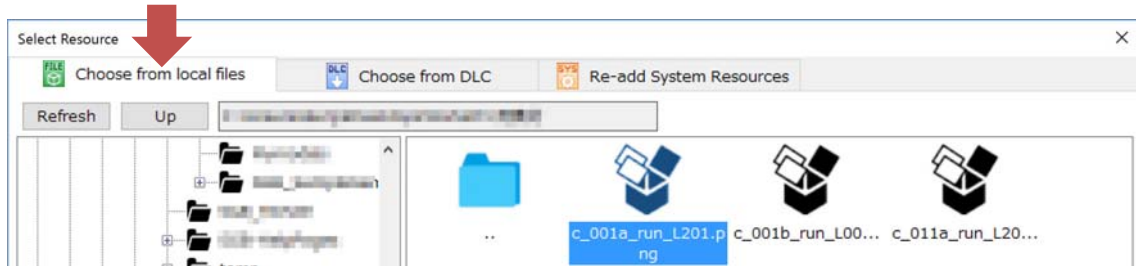
4. Select the files you want to import from the right side of the window and press "Add" button. Your new materials will be added. The default files will be distinguished from those added files from users which will be shown in the green color icons. The user imported materials will be saved in the game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

------ Settings for its Thickness and the Pattern -----

After you import the window image, set the designated area of the window for each corner.   Repeated pattern setting can be selected in here as well.

1.   Select "Game Images" > "Window"
2.   Choose the image that you've imported from the "Window Asset List"
       The images which were imported by the users will be green colored icon.
3.   Input the numbers where the "Window Setting" is located on the left corner below.
       The numbers for pixels correspond to the width of each corner.   The maximum width of the borders will be up to 30 pixels.
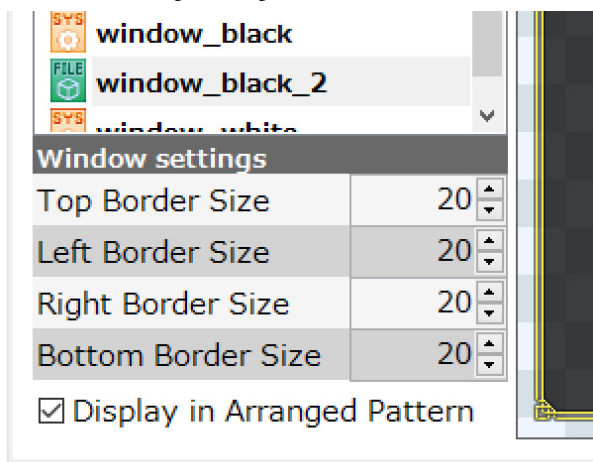
4.   If you'd like to display the side as repeated borders, put a check mark on "Display, in Arranged Pattern".
       Furthermore, if you uncheck "Display, in Arranged Pattern", the image 60x60 pixels for repeated pattern window could be used, but the sides will be stretched out to display.