

Platfinity™ User Manual

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Help Topics

[H00]

Playing Controls

[H01]

Control your Character's movement with the WASD Keys or the Cursor Keys.

Jump with the <Spacebar> or <C> Key.

Toggle Zoom with the <X> or <Z> Key.

These are the default Keys and they can be remapped in 'View or Change Controls'"

You can also use an XBox 360 or Logitech F310 controller.

Most USB controllers should work.

Tested controllers include:

XBox 360 (Microsoft and Generic)

Steam Controller (can also be used to edit games!)

Logitech F310

PS3 (Generic)

pdp Versus Fighting Pad

If you experience stuttering or a low frame rate, wait about 30 seconds after plugging in your controller(s) before starting Platfinitiy™. Plugging in or unplugging controller(s) while using Platfinitiy™ may cause the software to freeze or have an extremely low framerate (such as 1 FPS). This can also happen if a controller has been unplugged since the last time you rebooted your system. Restarting Windows before running Platfinitiy™ will fix these issues.

Setting Preferences and Controls

[H02]

From the Main Menu, you can change your User Preferences. User Preferences are automatically saved with your Profile.

Select 'View or Change Controls' to customize the Game Keys and Buttons. Click the Key you want to change and then the Key you want to use for that function.

<Esc> exits Menus and will open the Main Menu. <Escape> cannot be remapped to a different Key.

Editing Controls

[H03]

Click the Right Mouse Button (RMB) to open the Toolbox.

Click the Left Mouse Button (LMB) to place a Tile or Object.

The Middle Mouse Button (MMB) toggles between Object Editing Mode and Tile Editing Mode.

Tiles can only be edited in Tile Mode, Objects in Object Mode. <Alt> also switches editing modes.

Keyboard Shortcuts

<Esc> or <M> opens the Main Menu.

<F1> or <H> opens this Help Menu.

<F2> or <T> opens the Toolbox.

Using Normal Tiles

[H04]

'Normal' Tiles are the tiles the Character walks on. They are solid tiles and are always in the middle distance of the screen.

To place a Normal Tile, select it from the Toolbox on the Normal Tiles page.

To edit the Tile, first select the Tile on the Toolbox page, and then click one of the editing buttons, such as the Pencil.

Normal Tiles can have Properties, like Bouncy, Icy or slick, Conveyor Belt, and so forth.

Toolbox Paint Tools

[H05]

Click the Select Button to select a Tile or Object to edit.

Select the Pencil to draw.

The Eraser deletes pixels.

Click the Color Wheel to edit the current drawing color.

Use the Eyedropper to copy the color of the selected pixel.

The Paint Bucket fills an area with the currently selected color.

Activate the Retrofilter to edit your graphics in big pixel mode.

Properties set Tile traits.

Click Copy to copy the selected graphic, click Paste to paste the graphic on one of the same size.

New starts with a blank graphic.

Import a graphic from disk with Load.

All About Hazard Tiles

[H06]

Hazard Tiles are placed and edited like Normal Tiles.

They are placed in the middle distance of the screen.

Hazard Tiles hurt the Character and send them back to the Start Point or the last Checkpoint touched.

Hazard Tiles can look like anything, but it is good game design to make them look like something dangerous. Examples include spikes, blades, and lava.

Tiles can be erased by selecting the proper Erase Tile in the Toolbox.

What's So Special About Special Tiles? [H07]

Special Tiles are Tiles that have an effect on the Character when the Character touches them.

You must select Properties to make the the Tile do different things.

Examples are Ladder Tiles, Hand Over Hand Tiles, Checkpoints, the Start Point, and End Points.

Text Block Tiles show a Message when the Character touches them. Use these if you want to tell a story.

Making a New Platform [H08]

You must be in Object Editing Mode to place platforms or other objects.

Press the LMB to create a new Platform Object or pick up an existing Object.

Move the Mouse to re-position the Platform, press LMB again to place the Platform.

The Object Properties Dialog will appear. Change the settings for movement direction and other Properties.

Click the X when finished.

Click the Eraser to delete the Object.

Using Moving Hazards [H09]

Moving Hazards are edited like Platform Objects.

Objects can also be erased by holding down the <Shift> or <Control> Key and clicking the LMB.

Adding Rotating Hazards

[H10]

Rotating Hazards are edited like Platform Objects, but they have an Anchor which is the same for every Rotating Hazard Object created.

The Anchor is set in the Toolbox.

Select a Preset or pick Custom Anchor to select your own Custom Anchor Point. The Rotating Hazard will rotate around the Anchor Point.

Set the Custom Anchor on the image preview below the Custom Anchor.

Editing the Background

[H11]

When editing the background, draw on the section shown on the left.

Move the Selection Frame around on the preview to the right. Mouse over the preview to bring up the Selection Cursor.

The Background is a 1920x1080 graphic. Scroll around the entire graphic by pressing the green arrow buttons below the preview.

The Background Editor is mostly just intended for quick touch-ups or a few quick pixels. It's easier to make your Background in a graphic editor you like and import it with Load.

Painting the Background With Tiles

[H12]

Background Tiles work like other Tiles, except they are mostly for decoration. The Character moves in front of them.

Use Background tiles when you want to quickly fill the Background without drawing an entire Background.

Background Tiles can be set to effect gravity in their Properties, so you can have underwater sections or space games.

Decorating With Foreground Tiles

[H13]

Foreground Tiles work like other Tiles, except they do not effect gameplay.

The Character moves behind them.

Use Foreground Tiles to decorate your Game and give it your own style.

Hint: Did you know you can lower the Alpha(Transparency) of a Color and make a Tile you can see through?

Also, Tiles can be erased by holding down the <Control> Key and clicking the LMB. Holding down <Shift> and clicking the LMB erases Tiles from all layers.

Changing Your Character's Appearance

[H14]

You can change everything in this game, and that includes the main Character!

Click on the animation frame you want to change, and draw the Character you want.

Cut and Paste frames to quickly make additional movement frames.

Load included Characters from disk to get the basic animation shapes.

A Character can be anything, even a bunny rabbit. Use your imagination!

Working With Sounds

[H15]

At some point you'll want to change the built-in Sounds.

Choose the Sound Page and click the name of the Sound you want to change.

Press the Play Button to preview the current Sound.

Click the Load icon to load the Sound you want from your hard drive and it will replace the current Sound.

You can use .ogg or .wav format Sounds.

Change the Music the same way.

Changing Your Game's Settings

[H16]

Click an Initial Zoom box to set the Zoom level the Game will be when it starts.

Check or uncheck the Allowed Zoom boxes. The Game will only change to allowed Zoom levels.

You can toggle Curtain and Title displays and name your game here.

Character physics can be customized.

Exporting Your Game

[H17]

You can Export your Game to a Stand-Alone Executable(.exe) that you can share with your friends or sell!

On the Save Menu, click Save & Export

Your Exported Games are stored in your %AppData%/Export folder.

Simply copy the Game YOURGAMENAME.exe and the GameData folder and it's ready to sell or share.

To Export a multi-level Game, Save all additional levels first, then Export the first level. Copy the additional level folders from the Games folder to the GameData folder.

Readme Contents

[RDM]

Platfinity™ F.A.Q.s

[FAQ]

(Frequently Asked Questions :)

Question(Q.): What is Platfinity™?

Answer(A.): Platfinity™ is an easy to use yet very powerful platform game creator!

Shift seamlessly from playing to editing your game and back. No need to start at the beginning of the level, create as you go and instantly change any part of the game. Easily share your games with others and play what other people have created. Export your games to stand-alone applications you can share or sell!

Q.: What are the basic controls?

A.: Default keys as shown:

Character movement:

W/Up

C/Spacebar - Jump

Z/X - Zoom

A/Left + D/Right

S/Down

Editor:

T/F2 - Toolbox

H/F1 - Help

M/Escape - Main Menu

R/G - Screenshot

Left Mouse Button - Place Tile/Object, enter Editing Mode if in Play Mode

Right Mouse Button - Open/Close Toolbox

Middle Mouse Button/Alt Key - Switch Edit Mode Tile/Object

Mouse Wheel Rotate - Change Selected Item

Hold Ctrl and Left Click - Erase Tiles from current Tile layer/Erase any Object

Hold Shift and Left Click - Erase Tiles from all layers/Erase any Object

You must be in Object Editing Mode to effect Objects

You must be in Tile Editing Mode to effect Tiles

A controller can be used for the character movement, jump, and zoom.

Please see "Q.: How do I use a controller with Platfinity™?" below for important information on using controller(s).

Q.: How do I export a game to a stand-alone game?

A.: On the Save Game screen, click the "Save & Export" button. Platfinity™ will create the game for you in your YOURUSERNAME\AppData\Roaming\Platfinity\Export\YOURGAMENAME folder. To share or sell your game, simply copy the contents of this folder, YOURGAMENAME.exe and the GameData folder.

You can also click the Data folder on the Save and Load screens to open these folders for you. It looks like a folder with the word 'Data' written on it.

Q.: How do I export a multi-level game?

A.: Make sure you have Saved each individual level. Load the first level of the game. Click the Save & Export button to export the first level. Find the exported game location (see above). Copy all of the other levels to the GameData folder of the first level. The game now includes all the levels and is ready to share or sell!

Q.: How do I share my Platfinity™ games data with others?

A.: Games are automatically saved in your %appdata% folder under your username to comply with Windows file system requirements.

To share your game, copy the entire folder of the name of your game and all of its contents.

Note that this directory (AppData) may be hidden by default on your system.

Type in %appdata% in "Search programs and files" at the bottom of the Start menu and then click the Roaming folder that appears to go right to this folder in Windows Explorer.

Please see the question 'Where did my games go?' below for more information.

There's a handy button on the Save and Load Menus in the game you can click now to open these folders for you. The Icon looks like a folder with the word 'Data' written on it.

Q.: How do I play Platfinity™ games made by others or from other computers?

A.: Copy the game's folder and all of its contents to your %appdata%\Games folder. Make sure the files are unzipped if the game was stored in an archive.

Q.: I used to be able to edit the included demo games, now they seem to be locked. How can I edit them?

A.: If you want to edit a built in game, copy the entire folder from the Games folder of your Platfinity™ install (where the Platfinity.exe file is located) to your %appdata%\Games folder. You can now load, save, or rename the game as one of Your Games.

Q.: What are the System Requirements to run Platfinity™?

A.: A PC running Windows XP or later. Platfinity™ was created on a Windows 7 32-bit computer. It was tested and ran fine on XP, Vista, 7/32, 7/64-bit, Windows 8 & 8.1 and Windows 10 machines from netbooks, to laptops, to gaming PCs. If you have any issues running it, please let me know.

Q.: How do I use a controller with Platfinity™?

A.: Plug in any controllers BEFORE you run the software. Most USB controllers that support XInput should work. Platfinity™ was designed with the XBox 360 controller in mind. Tested controllers include:

XBox 360 (Microsoft and Generic)

Steam Controller (can also be used to edit games!)

Logitech F310

PS3 (Generic)

pdp Versus Fighting Pad

If you experience stuttering or a low frame rate, wait about 30 seconds after plugging in your controller(s) before starting Platfinity™. Plugging in or unplugging controller(s) while using Platfinity™ may cause the software to freeze or have an extremely low framerate (such as 1 FPS). This can also happen if a controller has been unplugged since the last time you rebooted your system. Restarting Windows before running Platfinity™ will fix these issues.

Q.: Where did my games go?

A.: The earlier versions of Platfinity™ saved and loaded games from the folder where the game was installed. This worked fine when installed outside of Program Files, but when the game was installed in the Program Files folder, the game would crash when attempting to write files to that folder. One solution is to run Platfinity™ as an Administrator, but the better fix is to store all of the data where Windows wants it, which is %appdata%

Games you have created, Profiles, Screenshots, and the Import Folder are now stored in your %appdata% folder under your username.

For example, mine are in:

C:\Users\Ian\AppData\Roaming\Platfinity\

Your save data will be in:

C:\Users\YOURUSERNAME\AppData\Roaming\Platfinity\

The AppData folder is hidden by default. Type in %appdata% in "Search programs and files" at the bottom of the Start menu and then click the Roaming folder that appears to go right to this folder in Windows Explorer.

I added a button on the Save and Load Menus in the game you can click now to open these folders for you. The button looks like a folder with the word 'Data' written on it.

Technical Stuff

[TEC]

Q.: What are Platfinity™'s file type requirements for images?

A.: Images must be 32 bit .png files with an alpha channel. Tiles must be 32x32 or 36x36 with two empty pixels margin. 32x32 images are automatically converted when imported. Object sizes are 32x32, (36x36 with empty pixels), 64x64 (68x68 with empty pixels), 128x128 (132x132), or 256x256 (260x260) (automatically converted when imported). Backgrounds are 1920x1080 exactly (no empty pixels at the edge). Using empty pixels on the edges was chosen to prevent aliasing that occurs on the edges of graphics on some graphics cards.

Other file formats are not supported but files in other formats can be easily saved in any suitable graphic editor as 32 bit .png images.

Q.: What are Platfinity™'s file type requirements for sounds?

A.: Sounds and music must be 16-bit or less bit depth, 48K or less sample rate. They must be in .ogg or .wav format. If a sound cannot be used in Platfinity™, the game will tell you when you try to import it. I recommend Audacity for converting sounds and music to .ogg format.

Platfinity™ Known Issues

[ISS]

The following issues are known to occur in Platfinity™:

Issue - Low framerate/ stuttering / freezing.

Solution - Plug in any controllers BEFORE running Platfinity™.

Solution - Restart Windows and run Platfinity™ again.

Solution - If you experience stuttering or a low frame rate, wait about 30 seconds after plugging in your controller(s) before starting Platfinity™. Plugging in or unplugging controller(s) while using Platfinity™ may cause the software to freeze or have an extremely low framerate (such as 1 FPS). This can also happen if a controller has been unplugged since the last time you rebooted your system.

Restarting Windows before running Platfinity™ will fix these issues.

- Issue - Manually renaming or deleting files, folders/directories, games or game assets of Default from the Games folder will cause the game to crash. Renaming or deleting files in your created games and exported games can also cause these problems.

- Solution - DDT (Don't Do That).

- Solution - Re-download the game and replace the Default files originally in these folders.

- Solution - Use caution when renaming or deleting files from your games or exported games. See the forums on Steam, backup your work, and ask first if in doubt about what you can safely delete or rename!

- Issue - I can't find my games!

- Solution - Games are now stored in your %appdata% folder under your username to comply with Windows file system requirements. Please see the question 'Where did my games go?' in the Platfinity Readme.txt file for more information.

This folder is hidden by default. Type in %appdata% in "Search programs and files" at the bottom of the Start menu and then click the Roaming folder that appears to go right to this folder in Windows Explorer.

You can also click on the Data folder icon on the Save and Load Menus.

- Issue - The Eyedropper Tool does not pick up the Alpha (Transparency) of the pixel that has been clicked.

- Solution - You can set the Alpha by using the Color Wheel interface.

- Issue - Background editing is a bit slow. Background editing is currently second pass. As implemented now, it works, but drawing may be a bit slow.

- Solution - If drawing is too slow, use the Load Tool to load your Background from the disk.

- Issue - If the Character touches a named End Point Go To Game Tile the second level will load and work on the current level can be lost.

- Solution - Save your game manually on the Save Menu!

- Solution - Place the End Point Go To Game Tile(s) before naming the Game to be loaded and save the game so the save will include the Tile and your most recent work.

- Issue - Touching an End Point Go To Game Tile loads the new game without saving the current game.
- Solution - Manually save the current game via the Save Menu. I wanted the game you are loading to load as fast as possible so level transitions would be as short as possible. Because of this, I don't have it save the first game before loading the second, it just loads the second. Make sure you manually save in this case and any case you are using End Point Go To Game Tiles.

- Issue - Weird colors when "Enable stereoscopic 3D" is turned on in NVidia Control Panel.

- Solution - Turn off 3D in the NVidia Control Panel.

If there is a check in the checkbox to the left of "Enable stereoscopic 3D" in the NVidia Control Panel under "Stereoscopic 3D" > "Set up stereoscopic 3D", uncheck the box and click Apply at the bottom of the page.

- Issue - My Character is falling through the Platform when walking up a sloped Platform.

- Solution - Platforms must be flat on the top or have a maximum slope of one pixel. Edit your Platform to remove any areas where the pixels rise by two or more.

- Issue - When using a wireless Microsoft Explorer Mouse (model 1362), the mouse wheel may not respond to small movements or may skip. This issue was found with one of the mouses and has not been tested with more than one mouse so I don't know if it's every Microsoft Explorer Mouse, or just mine.

- Solution - Use a different mouse to play Platfinity™.

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