

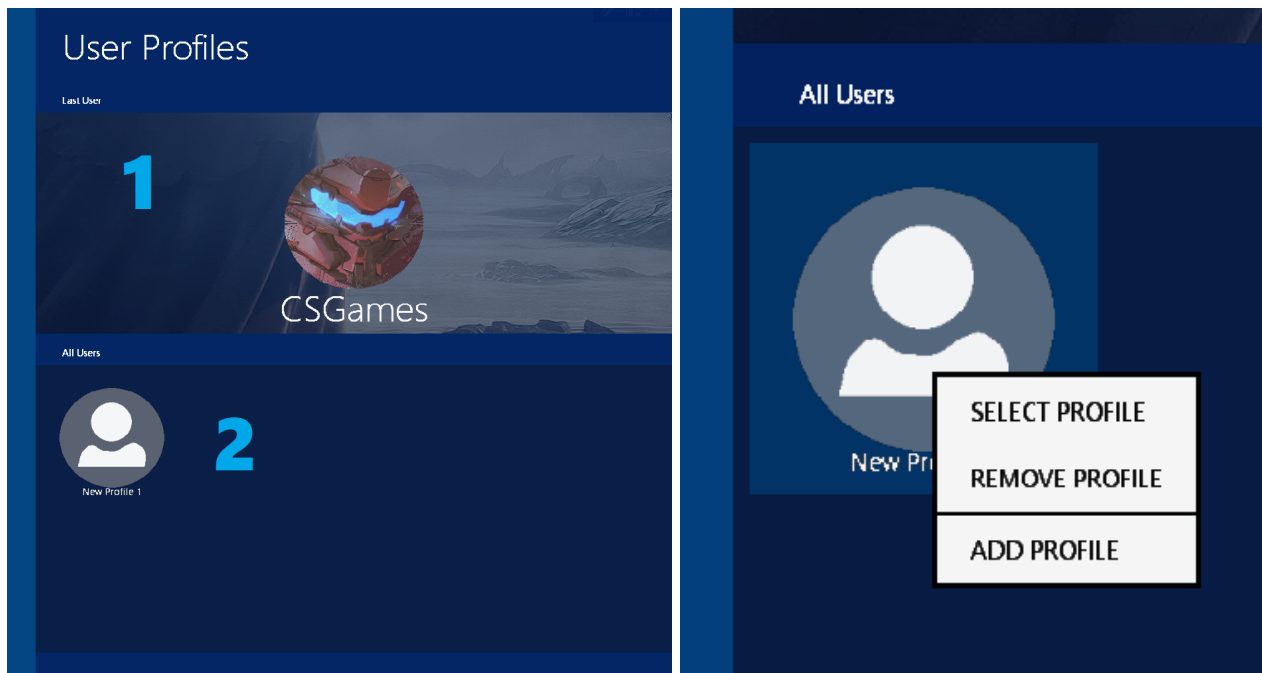
# FIGHTER CREATOR 4.0

## USER MANUAL

# CONTENTS

user profiles .....	1
creation .....	1.1
start menu .....	2
editor windows .....	3
main .....	3.1
items .....	3.2
preview .....	3.3
projects .....	4
settings .....	4.1
resources .....	5
settings .....	5.1
resource systems .....	5.2
resource management .....	6
media .....	6.1
data .....	6.2
scripting .....	6.3
resource editors .....	7
menus .....	7.1
stages .....	7.2
cinematics & special effects .....	7.3

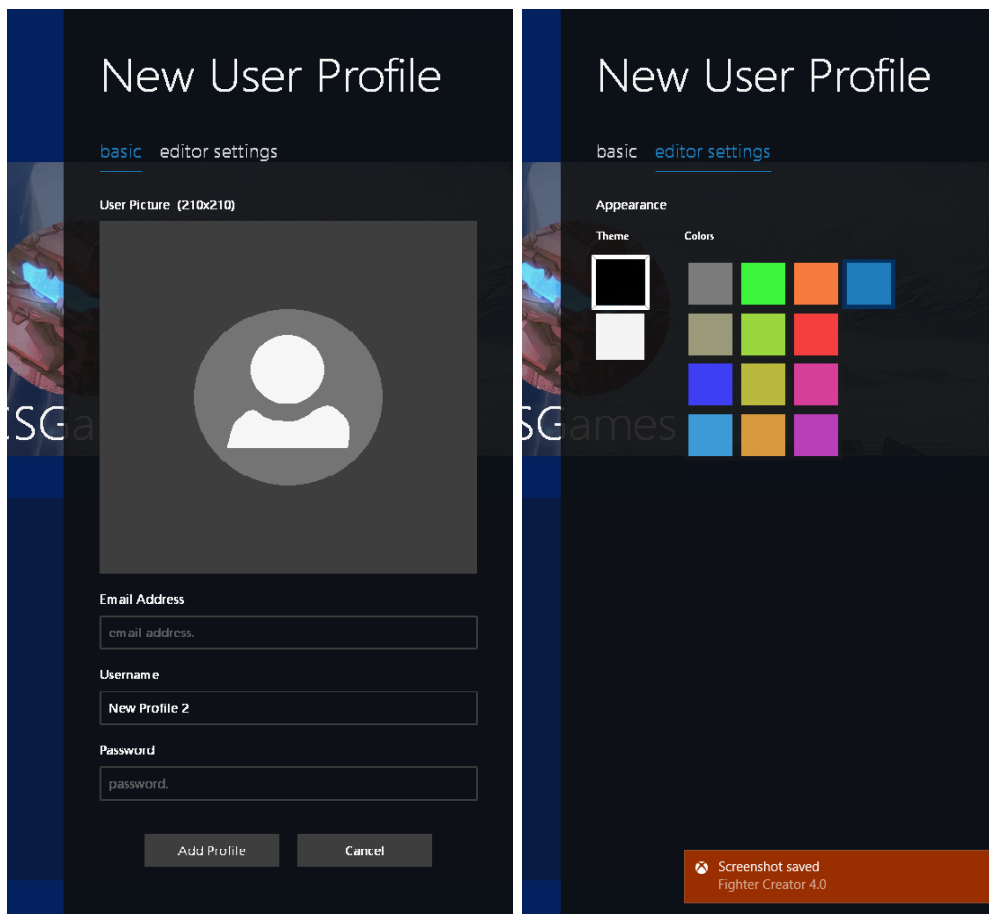
# 1 USER PROFILES



[1] Last User - displays the profile, with the project or resource background image, that was in use the last time Fighter Creator was running.

[2] All Users - create, select, and delete profiles by left or right clicking profile icons or, by right clicking in this area to add a new profile.

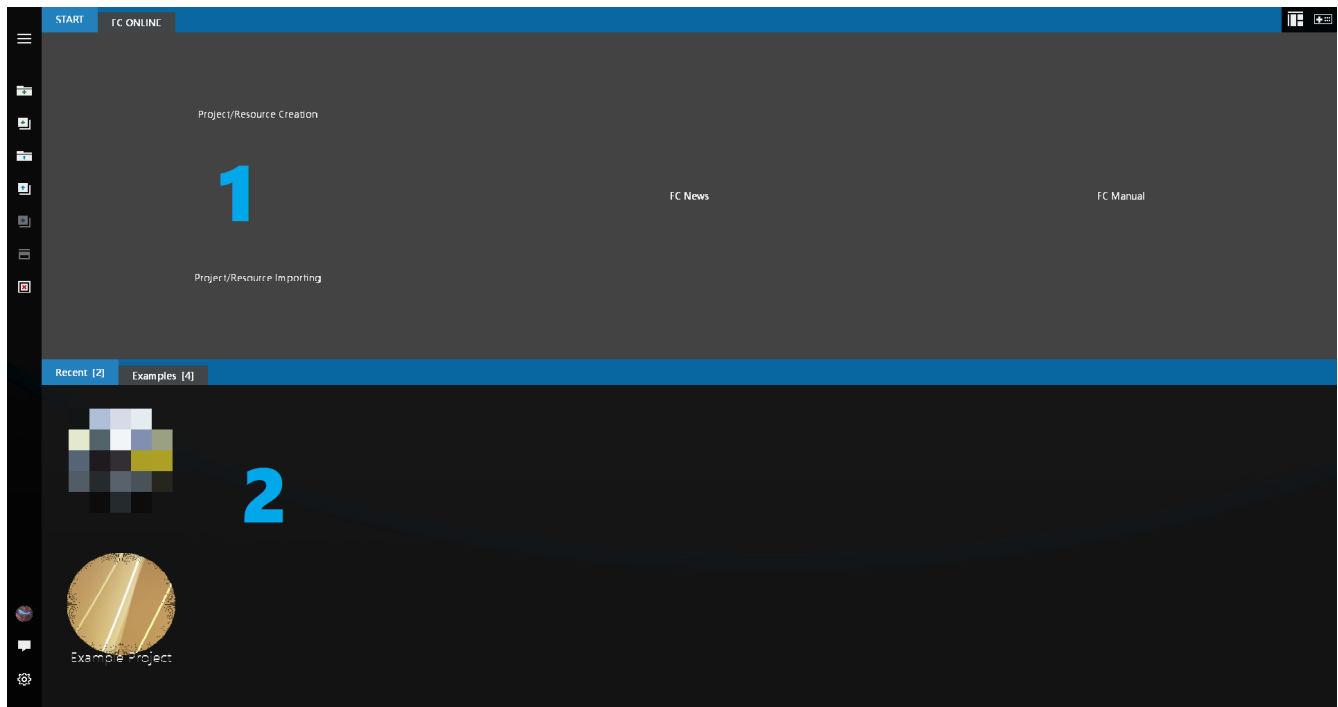
## 1.1 Creation



- [1] User Picture - browse for a picture to represent the account. 210 by 210 sized image is recommended, any size smaller will automatically be scaled up to fit.
- [2] Email Address - use the same email address you've used when purchasing Fighter Creator. (currently not required, but will be needed for logging in later)
- [3] Username - name of the profile. (required)
- [4] Password - also currently not required but will be needed for logging in later.
- [5] Editor Settings - set the theme and color of the editor.

## 2 START MENU





[1] create or import projects and resources, check the latest news on Fighter Creator Online (not available at the moment), or open the Fighter Creator User Manual.

[2] Recent - displays previously opened projects and resources.

[2.1] Example Resources - displays all example projects and resources available.

## 3 EDITOR WINDOWS

### 3.1 Main

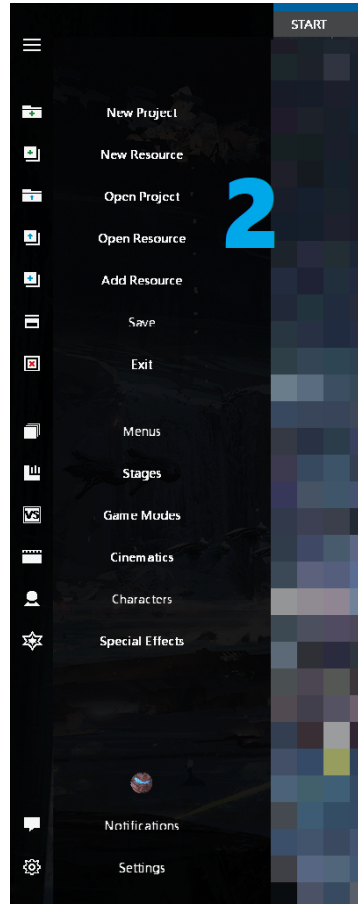


[1] Location Bar - access the start, FC online, project and resources overviews, and resource management windows.

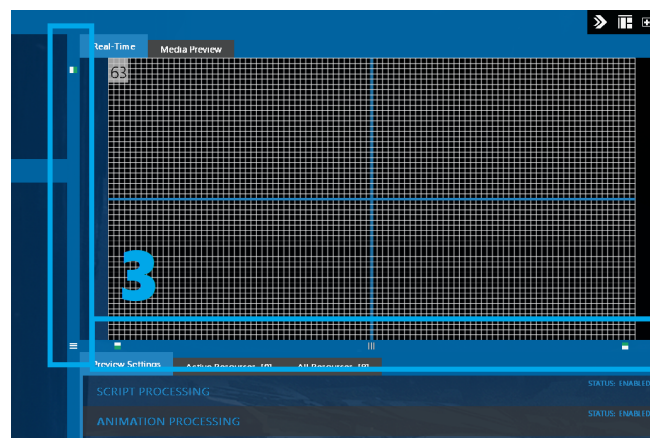
[1.1] Play Test Mode - runs your project as if it was a standalone application in full screen.

[1.2] Reset Layout - resets the position and size of all windows to default.

[1.3] Player Management - opens up a new window, allowing you to ping for connected Xbox Controllers and set which players are active, which controllers those players should use, and enable/disable A.I. .

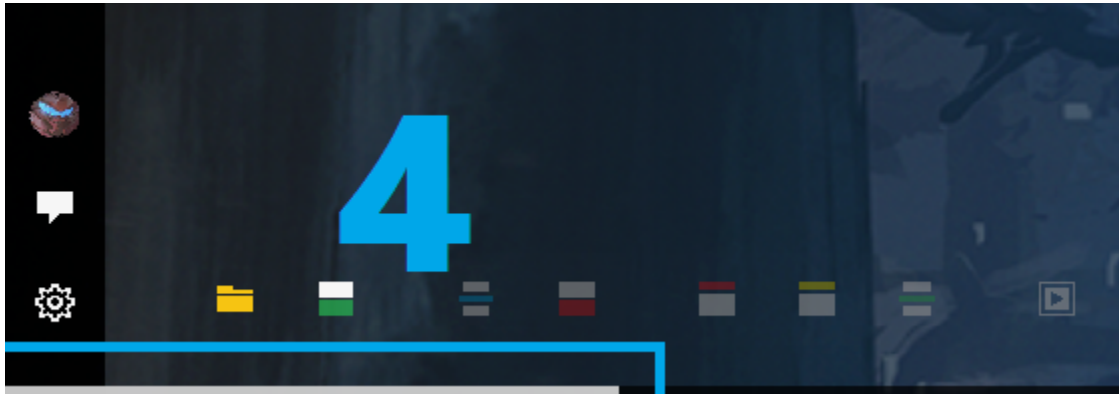


[2] Side Bar - access the file menu, project resource selections, notifications, and user and editor settings.



[3] Window Scale Bars - re-size the item, preview, and preview settings windows.

[3.1] Window Visibility Buttons - these buttons hide specific windows from view.



[4] Editor Scroll Bar - scrolls the entire editor when the editor window isn't running in full screen.

## 3.2 Item Window

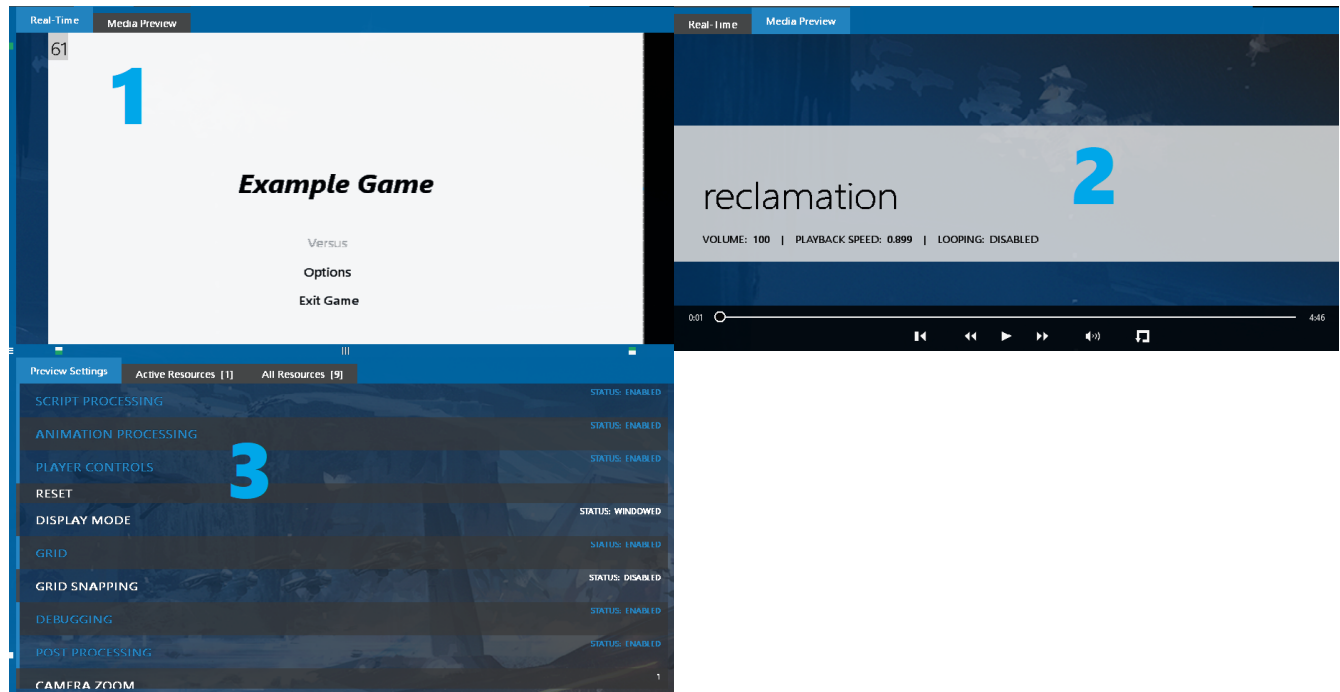


[1] Tab Bar - shows the type of item data that can be displayed for management.

[2] Item List - displays items for the selected data type. Items can be dragged into folders by clicking and holding the left mouse button.

[3] Option Bar - displays the context menu options for selected items.

### 3.3 Preview Window



[1] Real-Time - shows a real-time updating preview of the game engine.

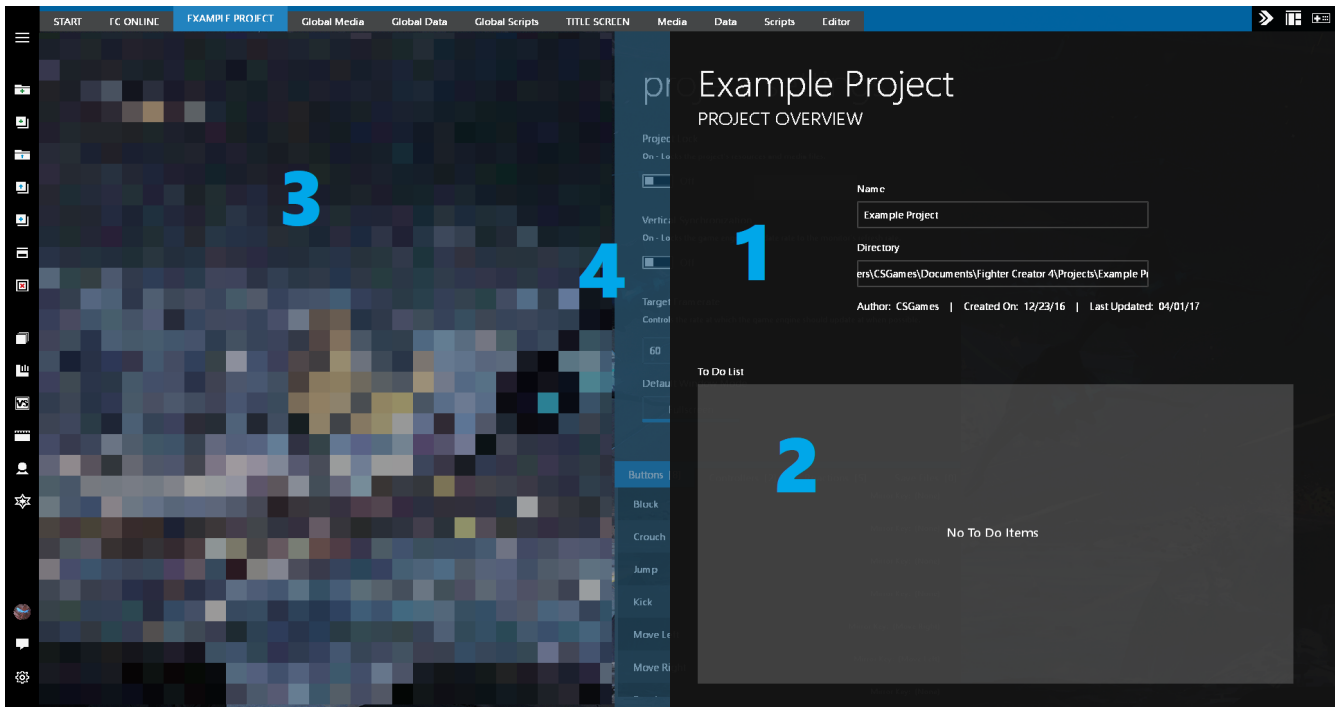
[2] Media Preview - allows images, audio, and videos to be previewed after loading into your projects.

[3] Preview Settings - allows you to quickly control various game engine settings and features.

[3.1] Active Resources - display all the resources that are currently loaded in the game engine.

[3.2] All Resources - displays all resources available in the project.

## 4 PROJECTS



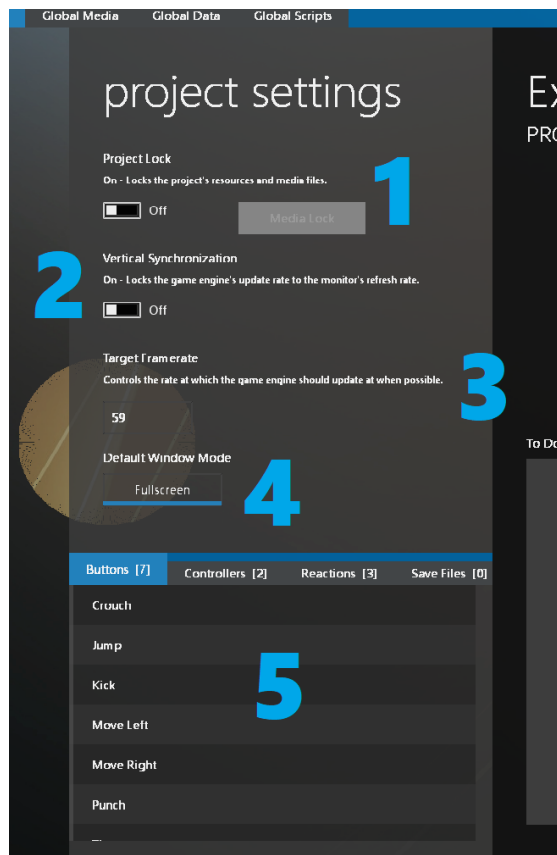
[1] Details - shows the name, directory, and author, creation and last saved date.

[2] To-Do List - use this to setup and track goals for your project. Click the right mouse button in this area to create a new to-do item or, check off, edit, and remove a to-do item.

[3] Background and Icon - right click to browse for a background or icon image. (background image should be the same resolution as your desktop resolution, smaller images will automatically be scaled up) (icon image should be 210x210 or larger again, smaller images will be scaled up)

[4] Settings Button - hovering the mouse in this area will allow you to peak at the Project Settings window, left clicking will reveal the entire window.

## 4.1 Settings



[1] Project Lock - keeps the project from being editable by other users. Media locking (currently unavailable) will lock any images, audio, and videos from other users.

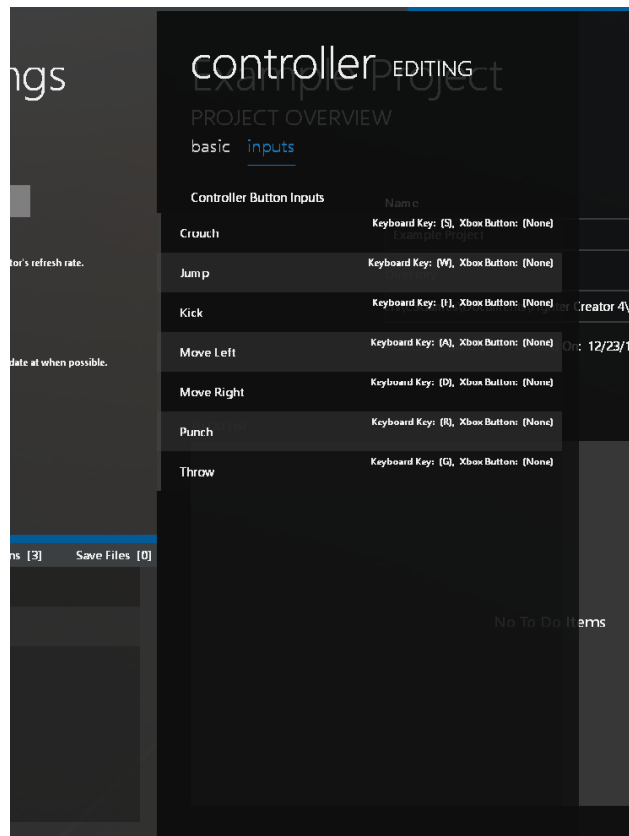
[2] Vertical Synchronization (V-Sync) - locks the game engine's frame rate to your display monitor's refresh rate.

[3] Target Frame Rate - sets the rate at which the game engine should update at when possible. Setting this to 0 will make the engine update as fast as possible.

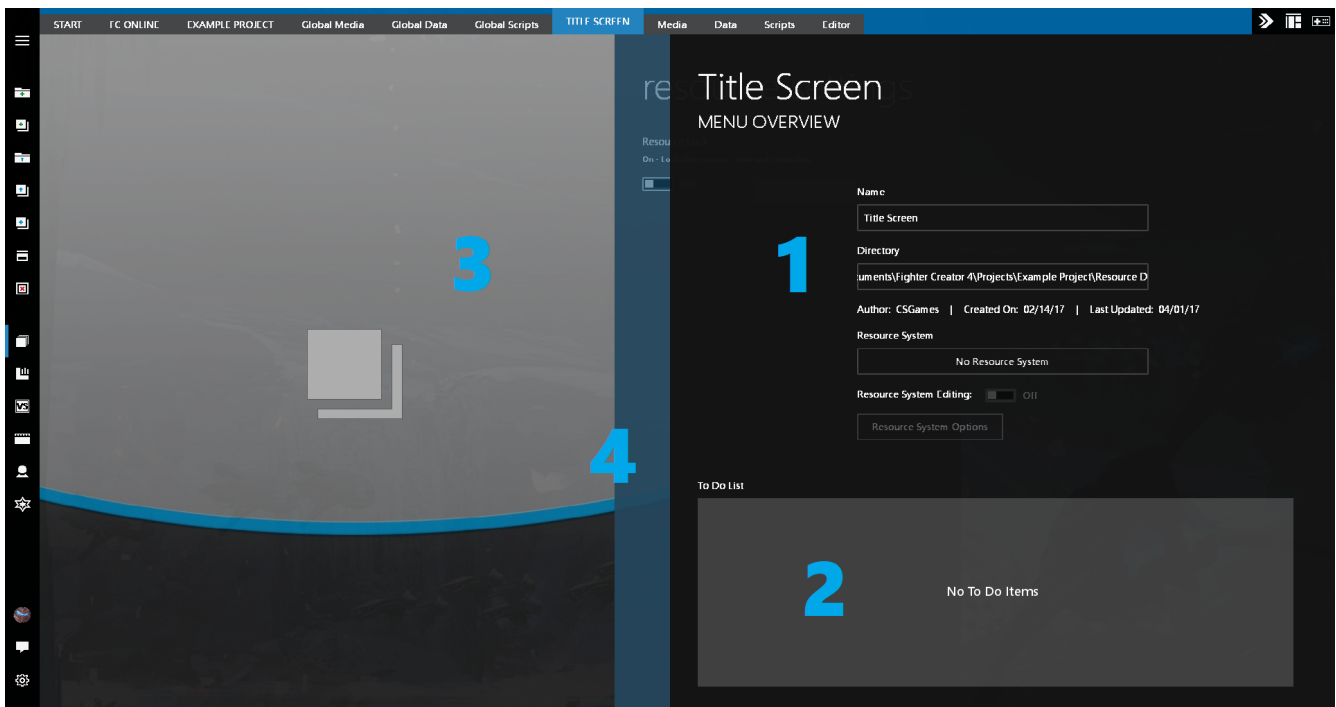
[4] Default Window Mode (Windowed, Full screen) - controls if your game will start in full screen or in a window.

[5] Game Data - setup game controls, create reactions for use in resources and save files to save game data into.

[5.1] Controller Setup - editing a controller will bring up a new window that will allow you to set the key/button bindings for the controller.



## 5 RESOURCES



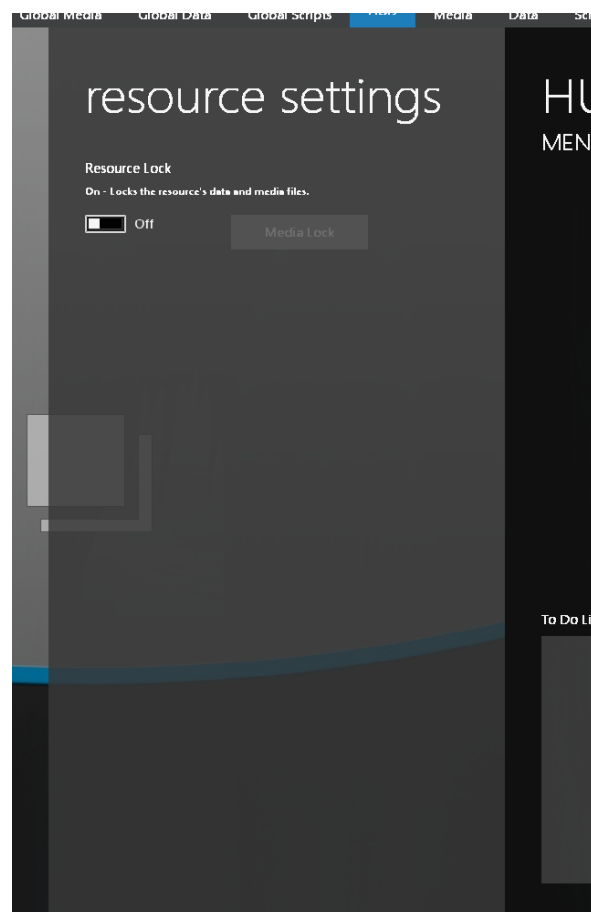
[1] Details - shows the name, directory, and author, creation and last saved date.

[2] To-Do List - use this to setup and track goals for your project. Click the right mouse button in this area to create a new to-do item or, check off, edit, and remove a to-do item.

[3] Background and Icon - right click to browse for a background or icon image. (background image should be the same resolution as your desktop resolution, smaller images will automatically be scaled up) (icon image should be 210x210 or larger again, smaller images will be scaled up)

[4] Settings Button - hovering the mouse in this area will allow you to peak at the Resource Settings window, left clicking will reveal the entire window.

## 5.1 Settings

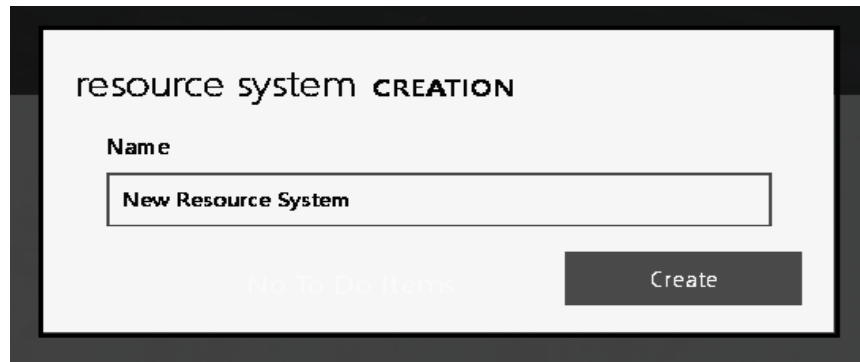


[1] Resource Lock - keeps the resource from being editable by other users. Media locking (currently

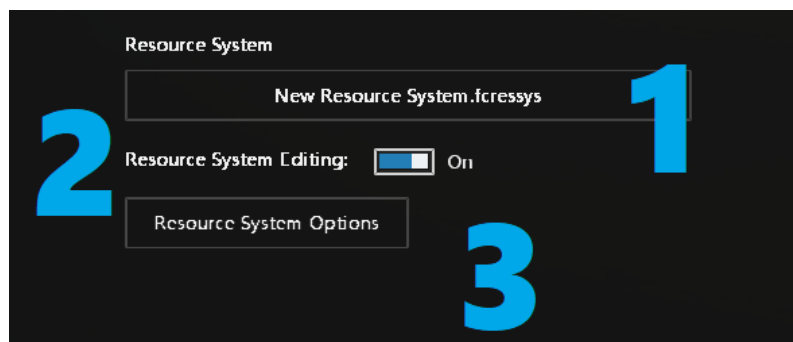


unavailable) will lock any images, audio, and videos from other users.

## 5.2 Resource Systems

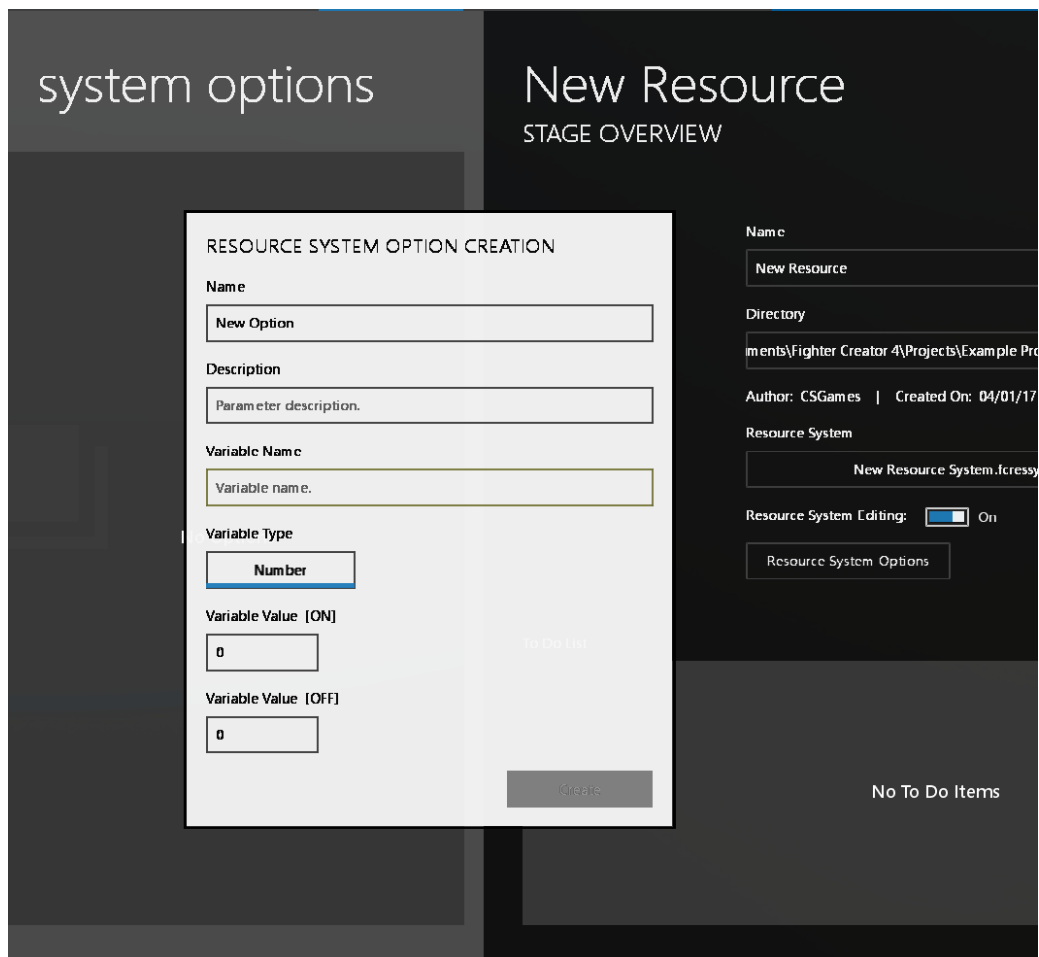


A screenshot of a dialog box titled "resource system CREATION". It features a "Name" label above a text input field containing "New Resource System". Below the input field is a "No To Do Items" label. To the right of the input field is a "Create" button.

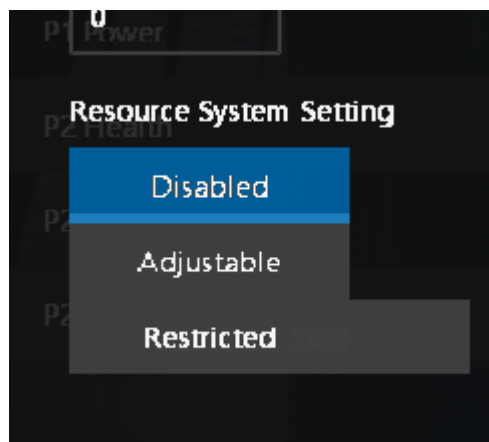


[1] Importing - left click to browse for a .fcressys file to import into your resource, or right click to create a new resource system.

[2] Editing - enable this to allow aspects of the resource system to be modified.



[3] Options - these allow the user to create easy access settings for the resource.

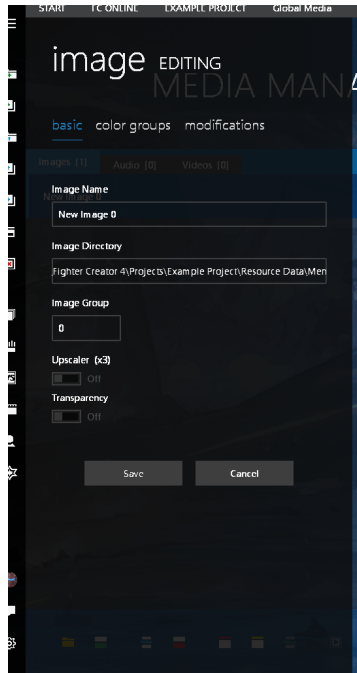


Data Options (Disabled, Adjustable, Restricted) - set how and what data you want to be available in the resource system: Disabled = not part of the resource system, Adjustable = will be visible in the item window and can be edited, Restricted = not visible and cannot be edited.

## 6 RESOURCE MANAGEMENT

### 6.1 Media

#### [1] Images



#### [1.1] Basic Information

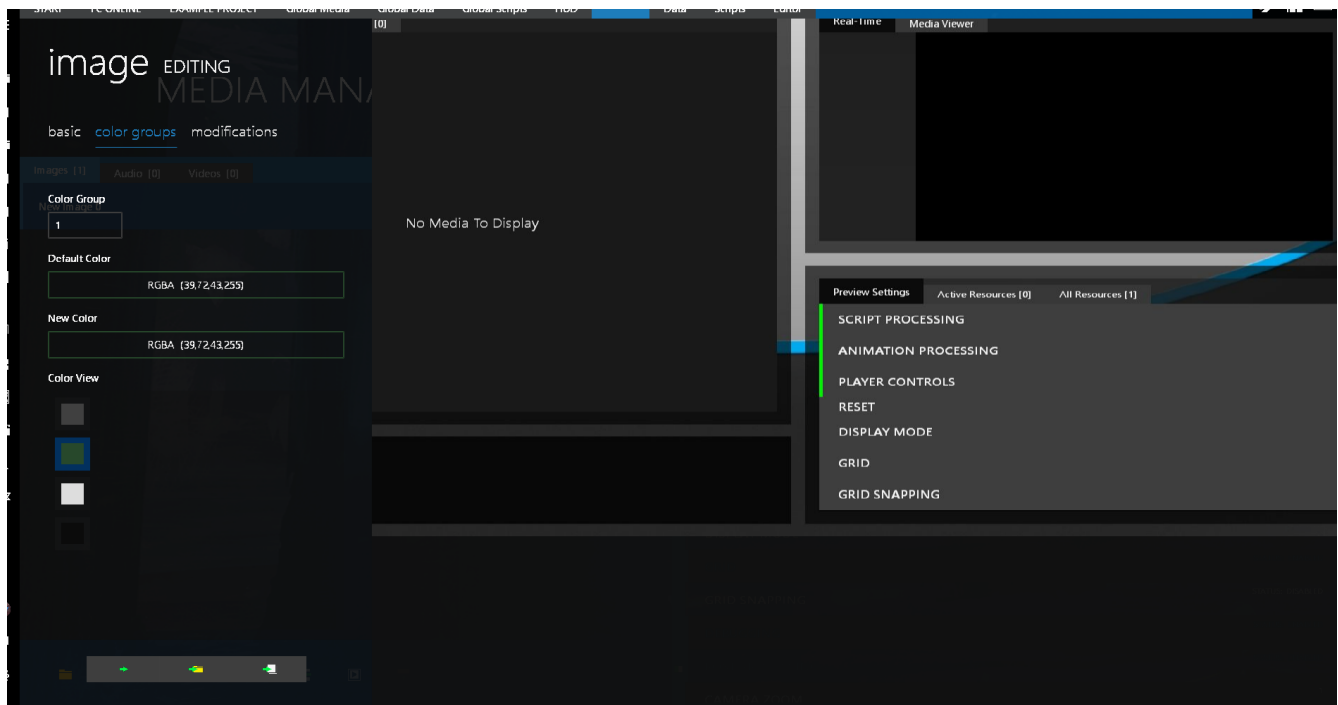
[1.1.1] Name - name of the image in the game engine.

[1.1.2] File - image file to import into the game engine.

[1.1.3] Group (0 = default) - allows for easy switching between different sets of images.

[1.1.4] Upscale - scales the image resolution up times three.

[1.1.5] Transparency - makes the top-left pixel of the image a transparent color.



## [1.2] Color Groups

[1.2.1] Group (1-4) (0 = default) - group number added pixels will be associated with.

[1.2.2] Default Color - original color of the selected pixel.

[1.2.3] New Color - new color of the selected pixel.

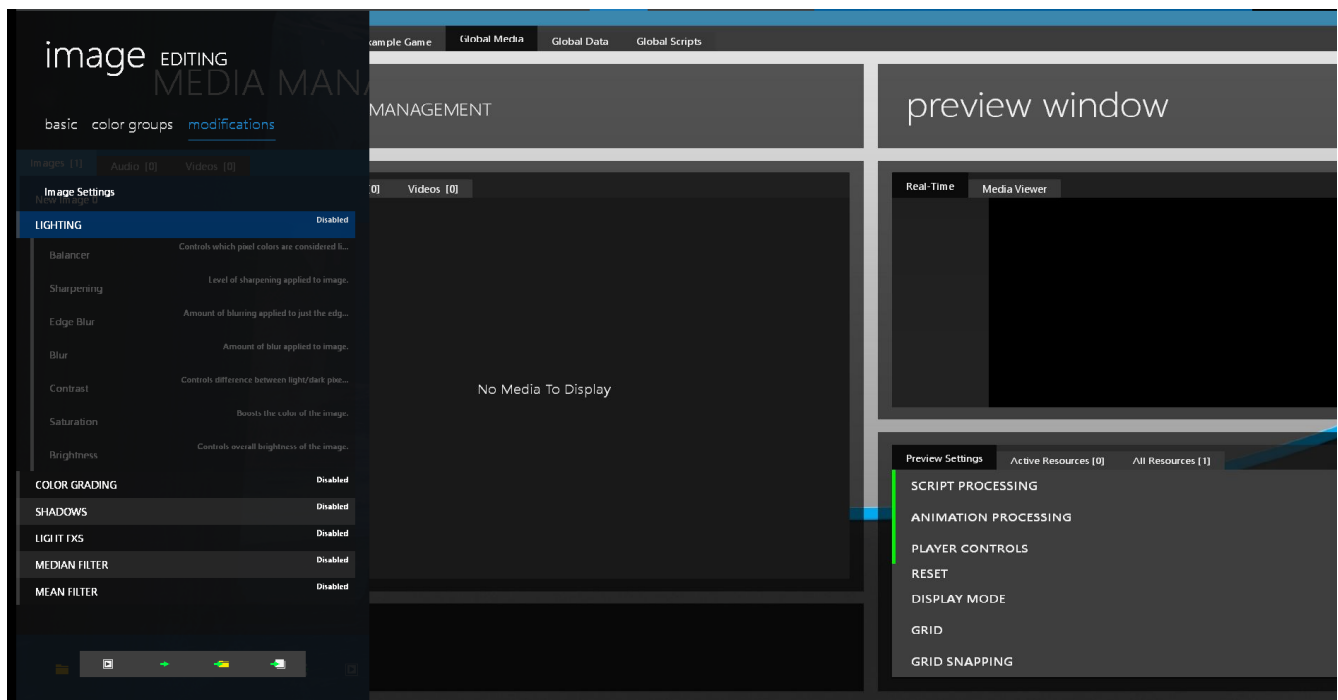
[1.2.4] Color View - list view of all the colors added to the group.

[1.2.5] Image Preview - left click on the image to add colors to the color list view.

[1.2.6] Apply - saves color group settings to the current image.

[1.2.7] Apply To Folder - saves color group settings to all images in the same folder as the current image.

[1.2.8] Apply To Resource - saves color group settings to all images in the same resource as the current image.



## [1.3] Modifications

### [1.3.1] Image Settings

[1.3.1.1] Color Grading - changes the color of lit and shadowed areas.

[1.3.1.2] Light FXs - controls light blooming and glow.

[1.3.1.3] Lighting - general image settings.

[1.3.1.4] Mean Filter - smooths the image.

[1.3.1.5] Median Filter - noise reduction.

[1.3.1.6] Shadows - controls the darkening of shadowed areas.

[1.3.2] Image Preview - touching the preview image will display the original image.

[1.3.4] Preview - click the button to update the preview image with the current settings.

[1.3.5] Apply - replaces the current image with the modified image.

[1.3.6] Apply To Folder - replaces all images in the same folder with a modified image using the current settings.

[1.3.7] Apply To Resource - replaces all images in the same resource with a modified image using the current settings.



## [1.4] Sprite Sheets

[1.4.1] Image File - image file to use for sprite ripping.

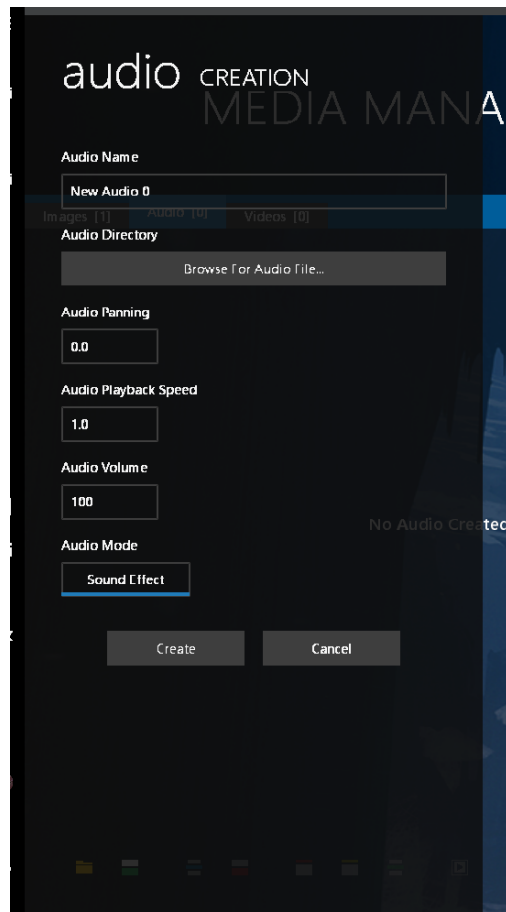
[1.4.2] Start and End Positions - can be used for manually entering selection box positions.

[1.4.3] Name - name of the ripped sprite in the game engine.

[1.4.4] Group (0 = default) - allows for easy switching between different sets of images.

[1.4.5] Upscaler - scales the ripped sprite's resolution up times three.

[1.4.6] Transparency - makes the top-left pixel of the ripped sprite the transparent color.



## [2] Audio

[2.1] Name - name of the audio in the game engine.

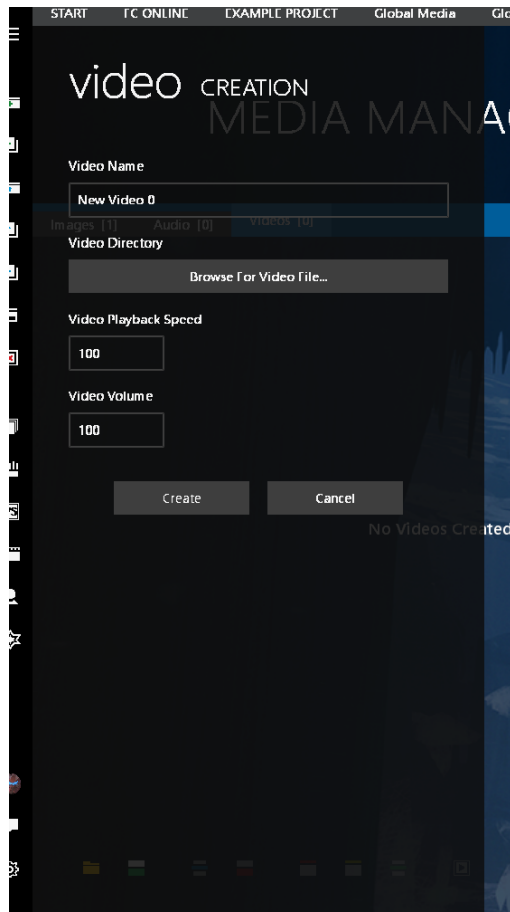
[2.2] File - audio file to import into the game engine.

[2.3] Panning (-1.0-1.0, 0 = default) - controls the sound panning of the audio.

[2.4] Playback Speed (1.0 = default) - controls how fast or slow the audio will play.

[2.5] Volume (0-100, 100 = default) - controls the volume of the audio.

[2.6] Mode (Sound Effects, Music) - optimizes the handling of the audio in the game engine based on how it will be used.



### [3] Videos

[3.1] Name - name of the video in the game engine.

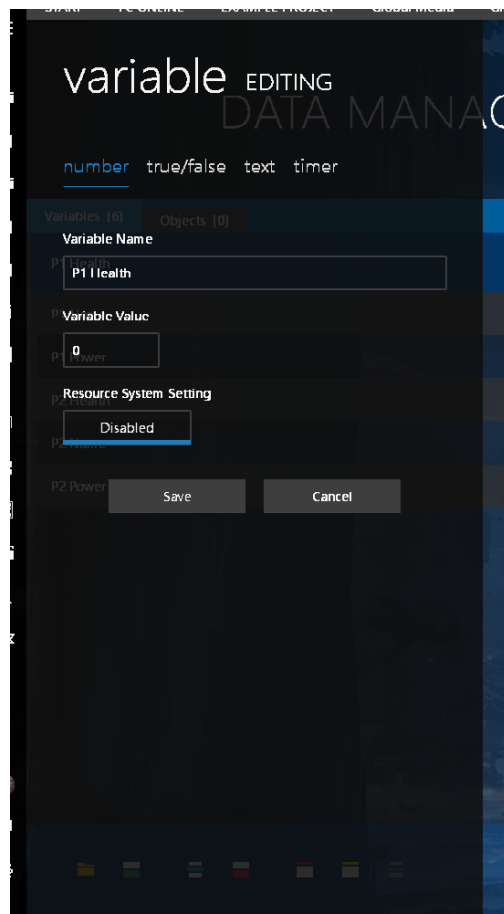
[3.2] File - video file to import into the game engine.

[3.3] Playback Speed (100 = default) - controls how fast or slow the video will play.

[3.4] Volume (100 = default) - controls the volume of the video.

## 6.2 Data





## [1] Variables

### [1.1] Type

[1.1.1] Number - holds any numerical data.

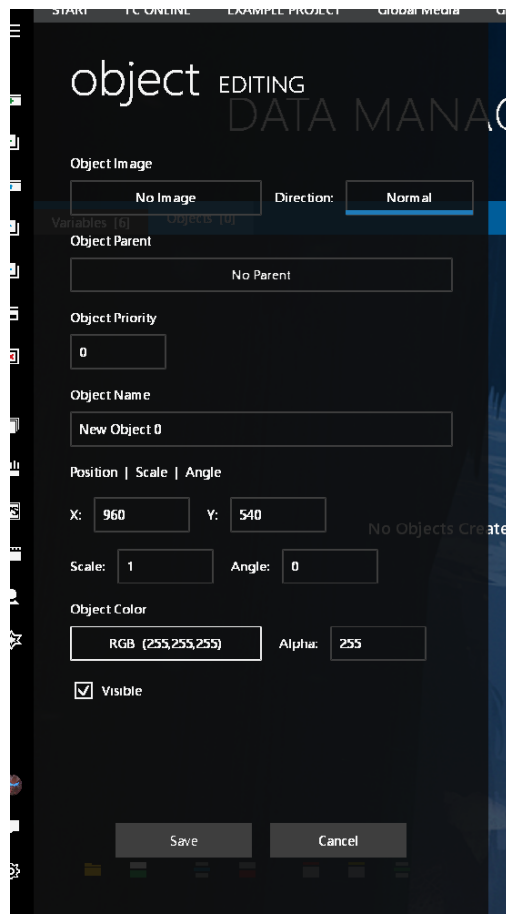
[1.1.2] True/False (0,1) - can either be set to true or false.

[1.1.3] Text - holds any text data.

[1.1.4] Timer - continuously counts up until paused or stopped.

[1.2] Name - name of the variable.

[1.3] Value - default value to set the variable to.



## [2] Objects

[2.1] Image - default image object will use.

[2.2] Direction (Normal, Mirrored, Flipped)

[2.3] Parent - object to attach this object to.

[2.4] Priority - render order of this object in the game engine, this is added on top of the parent object's priority.

[2.5] Name - name of the object.

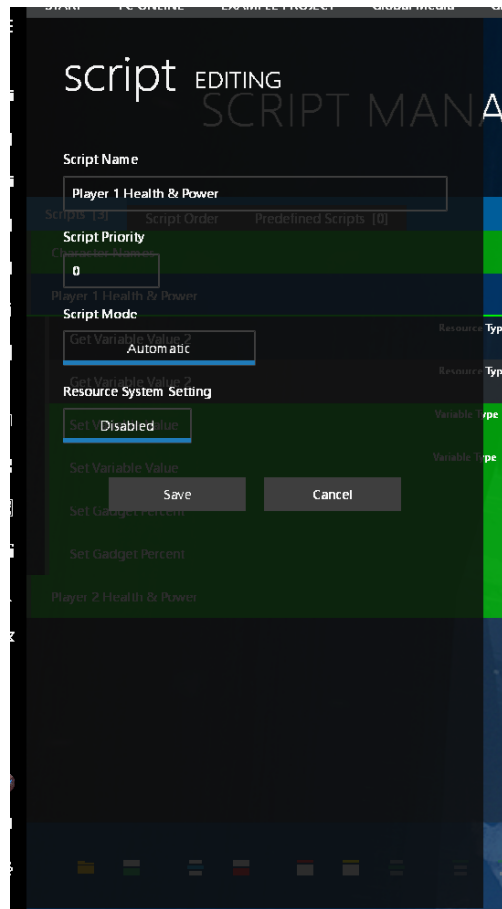
[2.6] Position (X, Y) - placement of the object on screen, this is added on top of the parent object position values.

[2.7] Scale (1.0 = default) - scale of the object image.

[2.8] Angle (0-360) - angle the object will be rotated at.

[2.9] Visible - controls if the object will be visible when loaded.

## 6.3 Scripting



### [1] Scripts

[1.1] Name - name of the script.

[1.2] Priority - controls which scripts will get priority over other scripts. (Only for player scripts)

[1.3] Mode

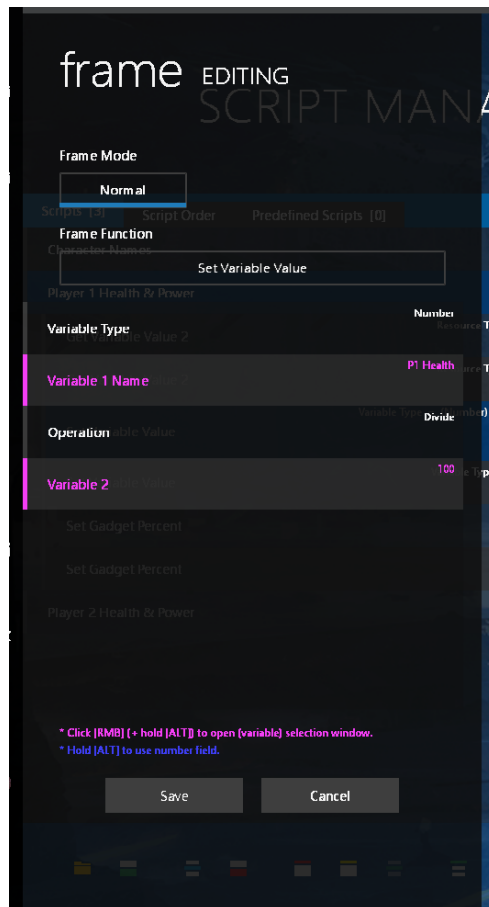
[1.3.1] Automatic - script will run as normal.

[1.3.2] Manual - script will only run when called using the Go To Script function.

[1.3.3] Animation - script will only run when applied to an object or gadget using the Play Animation or Play Gadget Animation functions.

[1.3.4] Reaction - script will only run when called using the Reaction function or, Collision Box functions when specific boxes collided with each other.

[1.3.5] CPU Only - script will only run on a A.I. controlled player.



## [2] Frames

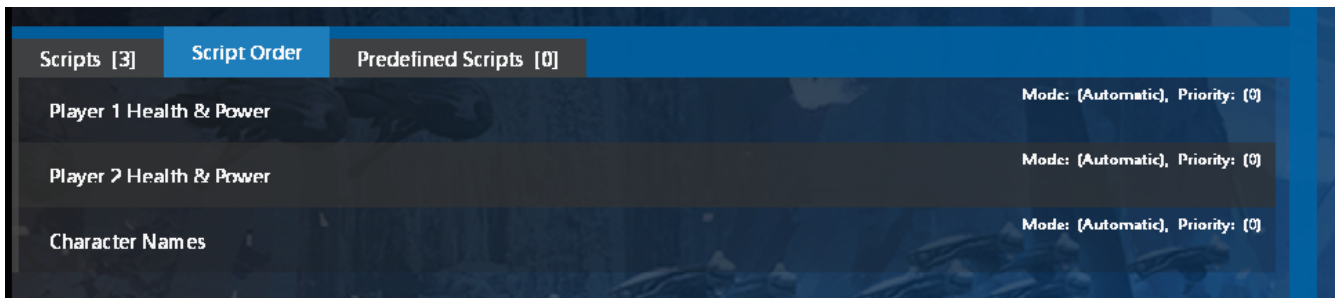
### [2.1] Mode

[2.1.1] Normal - frame gets processed by game engine as normal.

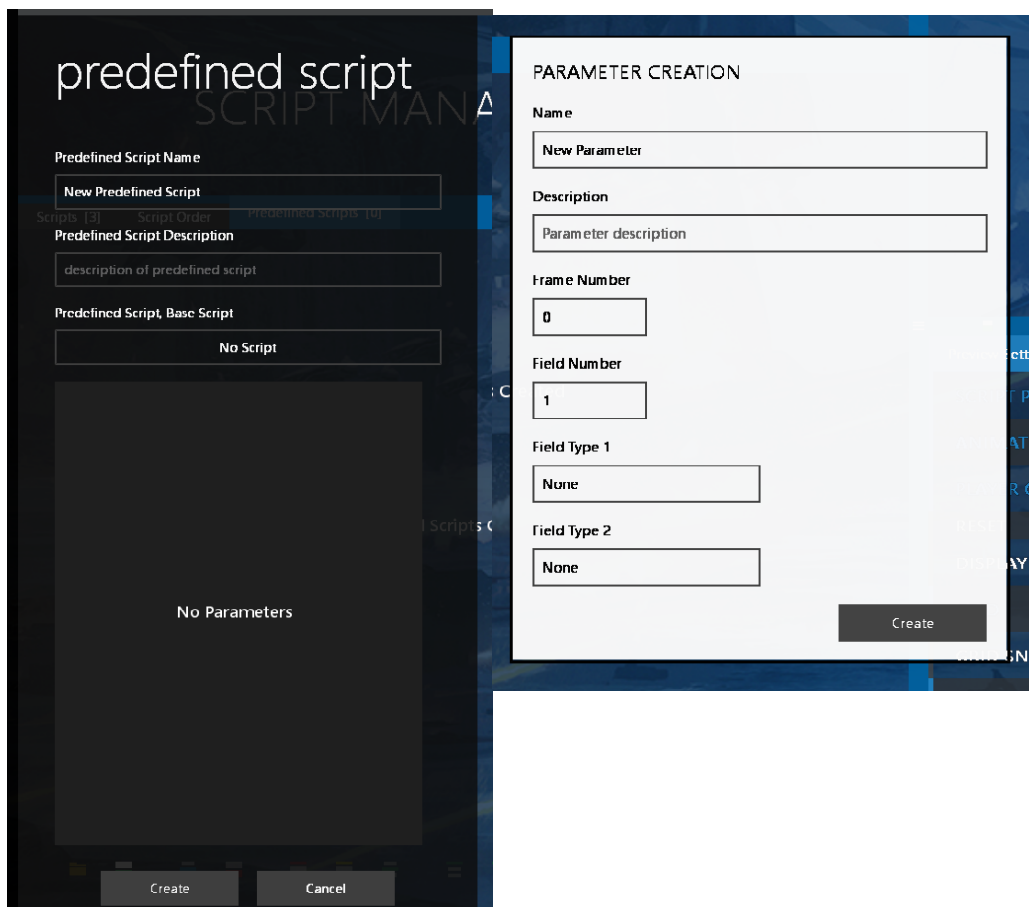
[2.1.2] Reaction - frame only gets processed if an Attack or Throw Collision Box collides with another collision box.

[2.2] Function Type - function the frame will use.

[2.3] Function Fields - parameters that the frame's function uses.



[3] Script Order - controls the order that scripts will be processed by the game engine.



[4] Predefined Scripts - scripts that are contained in Resource Systems, that can be used as templates to create new scripts.

## 7 RESOURCE EDITORS

## 7.1 Menus

### [1] Gadgets



#### [1.1] Basic

[1.1.1] Parent - gadget to attach this gadget to.

[1.1.2] Priority - render order of this gadget in the game engine, this is added on top of the parent gadget's priority.

[1.1.3] Name - name of the gadget.

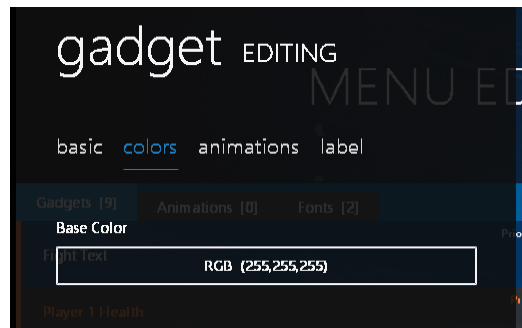
[1.1.4] Positions (X, Y) - starting position of the gadget.

[1.1.5] Shape (Width, Height) - starting width and height of the gadget.

[1.1.6] Visible - controls if the gadget will be visible when loaded.

[1.1.7] Enabled - controls if the gadget can be interacted with when loaded.

[1.1.8] Clipping - clips any child gadget within this gadget.



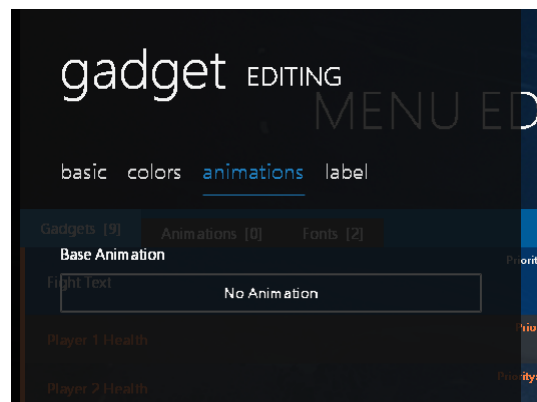
## [1.2] Colors

[1.2.1] Base - color of the gadget.

[1.2.2] Image - color of the image.

[1.2.3] Text - color of any text.

[1.2.4] Bar - color of the progress bar.

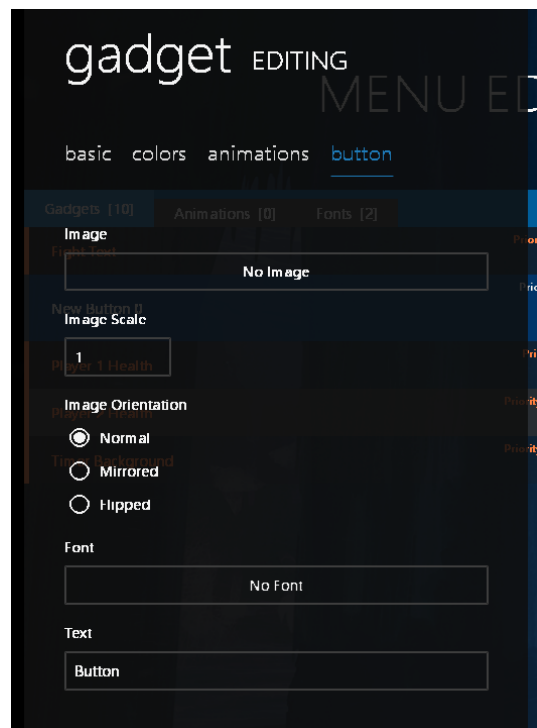


## [1.3] Animations

[1.3.1] Base - animation that will be applied to the gadget.

[1.3.2] Image - animation that will be applied to an image.

[1.3.3] Text - animation that will be applied to text.



#### [1.4] Buttons

[1.4.1] Image - image that will be displayed on top of the button.

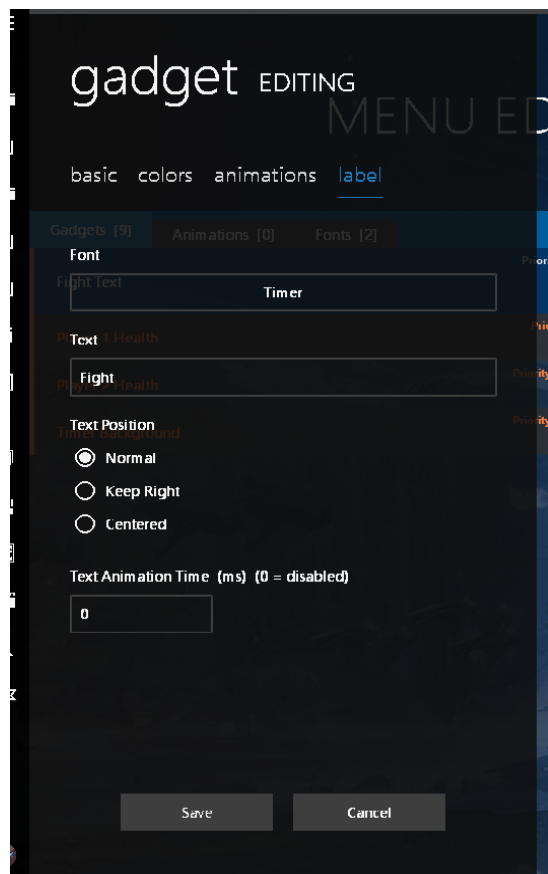
[1.4.2] Image Scaling (1.0 = default) - scale of the image.

[1.4.3] Image Orientation - normal, mirrored, or flipped.

[1.4.4] Font - font that the displayed text will use.

[1.4.5] Text - text that will be displayed on top of the button.

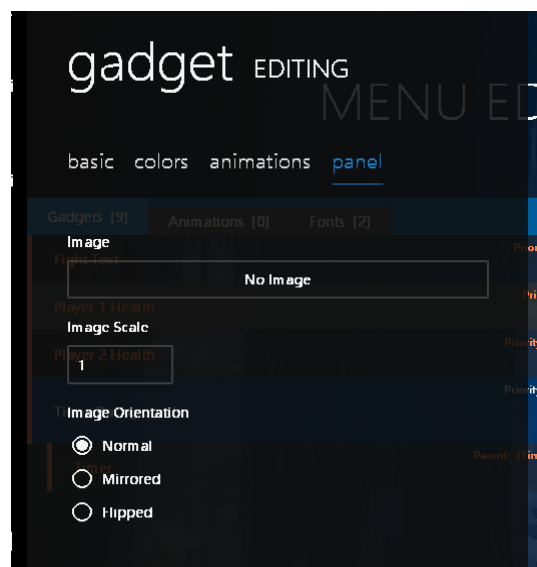




## [1.5] Labels

[1.5.1] Font - font the label will use.

[1.5.2] Text - text the label will display.

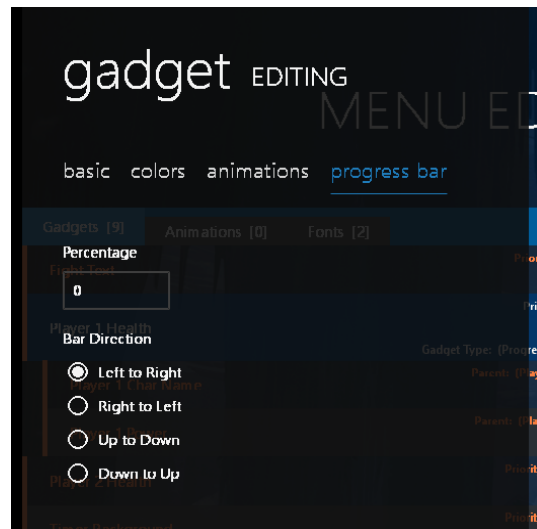


## [1.6] Panels

[1.6.1] Image - image the panel will use.

[1.6.2] Image Scaling (1.0 = default) - scale of the image.

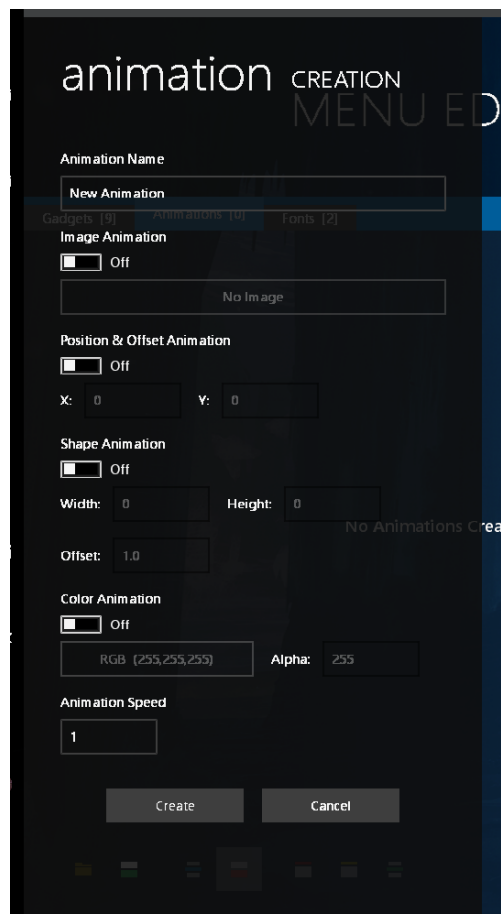
[1.6.3] Image Orientation - normal, mirrored, or flipped.



## [1.7] Progress Bars

[1.7.1] Percentage - starting position of the progress bar.

[1.7.2] Bar Direction - left to right, right to left, up to down, or down to up.



## [2] Animations

[2.1] Name - name of the animation.

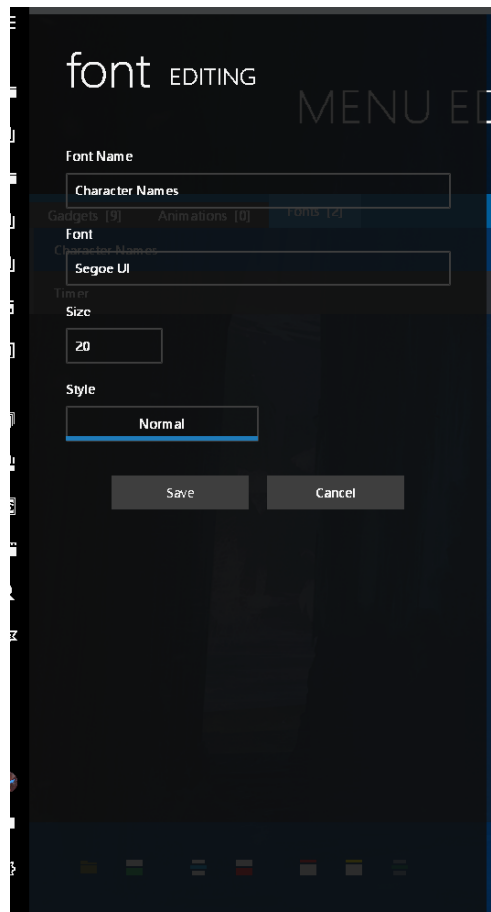
[2.2] Image - the image the gadget will switch to.

[2.3] Position - the x and y position the gadget will animate to.

[2.4] Shape - the width and height the gadget will animate to, the offset field can slow or speed up this process.

[2.5] Color - the color the gadget will animate to.

[2.6] Speed - controls how fast the gadget will animate.

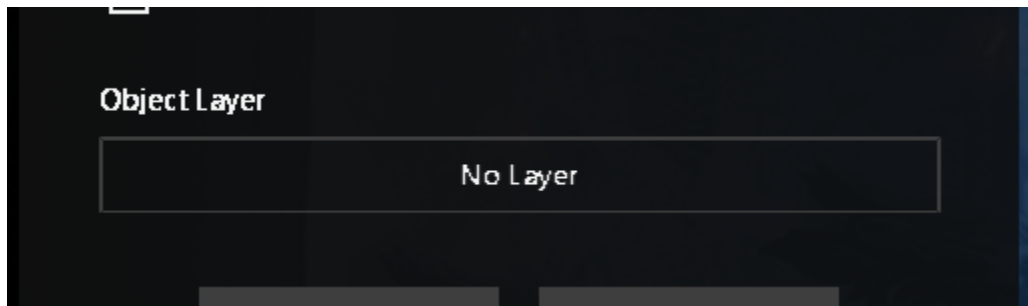


### [3] Fonts

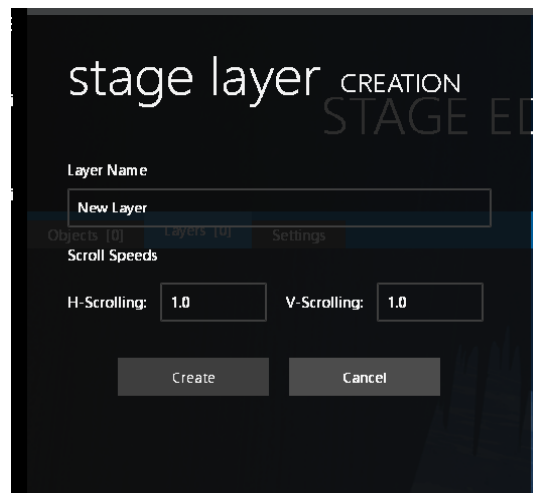
- [3.1] Name - name of the font in the game engine.
- [3.2] Font - name of the actual font the text will use.
- [3.3] Size - point size of the font.
- [3.4] Style - normal, bold, italic, or bold and italic.

## 7.2 Stages

### [1] Objects



[1.1] Object Layer - layer to attach this object to.



[2] Layers

[2.1] Name - name of the layer.

[2.2] Scroll Speeds (1.0 = default) - vertical and horizontal scroll factors. Objects will scroll based on their movement speed multiplied by these values.



[3] Settings

[3.1] Player Starting Positions - place each active player will be positioned when the game is loaded or reset.

[3.2] Camera Position - starting camera position.

[3.3] Camera Limits - starting camera scroll limits.

[3.4] Ground - starting ground level and ground threshold, for keeping players from constantly switching ground states due to animation.

## 7.3 Cinematics and Special Effects





## [1] Frame Controls

[1.1] Frame Button - left clicking on the left side of this button will go to the previous frame, the clicking the right side will go to the next frame. Right clicking this button will open up a window to set the frame time.

[1.1.1] Frame Number - shows the current frame being played and the total amount of frames.

[1.1.2] Frame Time - displays how fast the frame will play.

[1.2] Stop - stops playback and resets the current frame back to one.

[1.3] Playback Speed - controls the overall speed frames are played.

[1.4] Play/Pause - starts, pauses, or resumes playback.

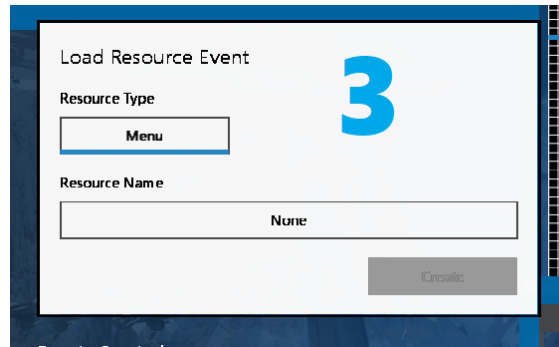
## [2] Events

[2.1] Object - controls the parameters of an object for a particular frame.

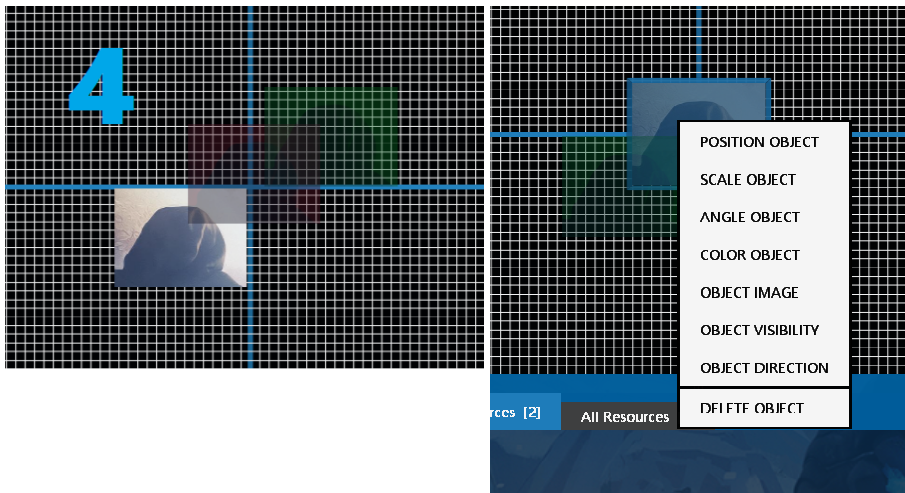
[2.2] Script - processes the specified script immediately.



[2.3] Frame - creates a frame to be processed immediately.



[3] Resources - set additional resources that will be loaded and unloaded with the active cinematic.



[4] Preview Controls - accessible by right clicking on an object, allows you to set the current mouse control mode for manipulating object events. The previous and next object events are also rendered red and green when an object event is selected, if available.