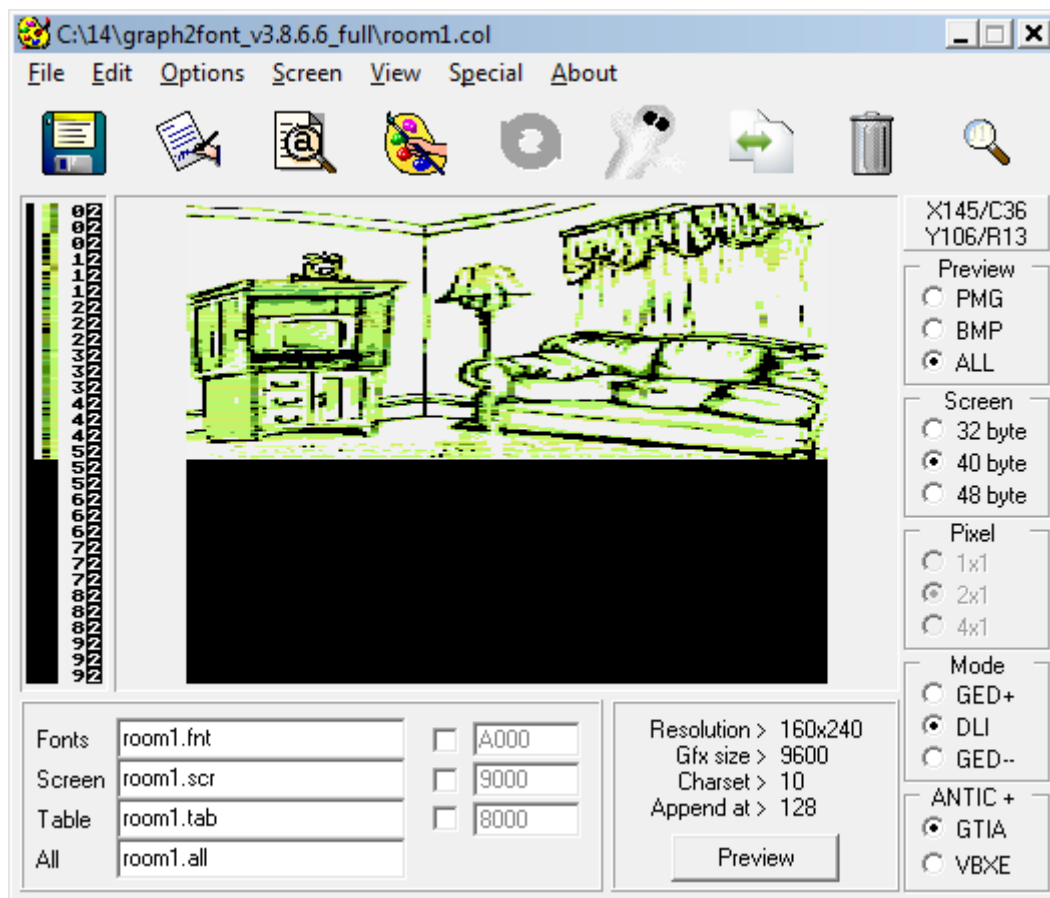


Part 1 – Preparing game graphics

Drawing pictures

At the beginning we have to prepare a graphics for the game. The easiest way is to use Graph2Font, which is able to save graphics in MIC and COL formats. For graphics conversion you may use the Quantizator.

Preparing the graphics make sure that all the objects, that you want to choose with cursor are legible.



Adventure Studio works in graphics mode 15 which has resolution 160x192 pixels (proportion of pixel is 2:1). By default at the bottom of the screen there are 4 text lines that take 32 pixels. Therefore 160x160 pixels area lefts for the graphic.

The inventory is by default displayed just above the text field and it's object has 16x32 pixels, so for the main game screen 160x128 pixels left, if we don't want to redraw the main screen on closing the inventory, which makes the game less fluent. Therefore our picture has 160x128 pixels. 160 pixels is the “40 byte” Screen in Graph2Font.

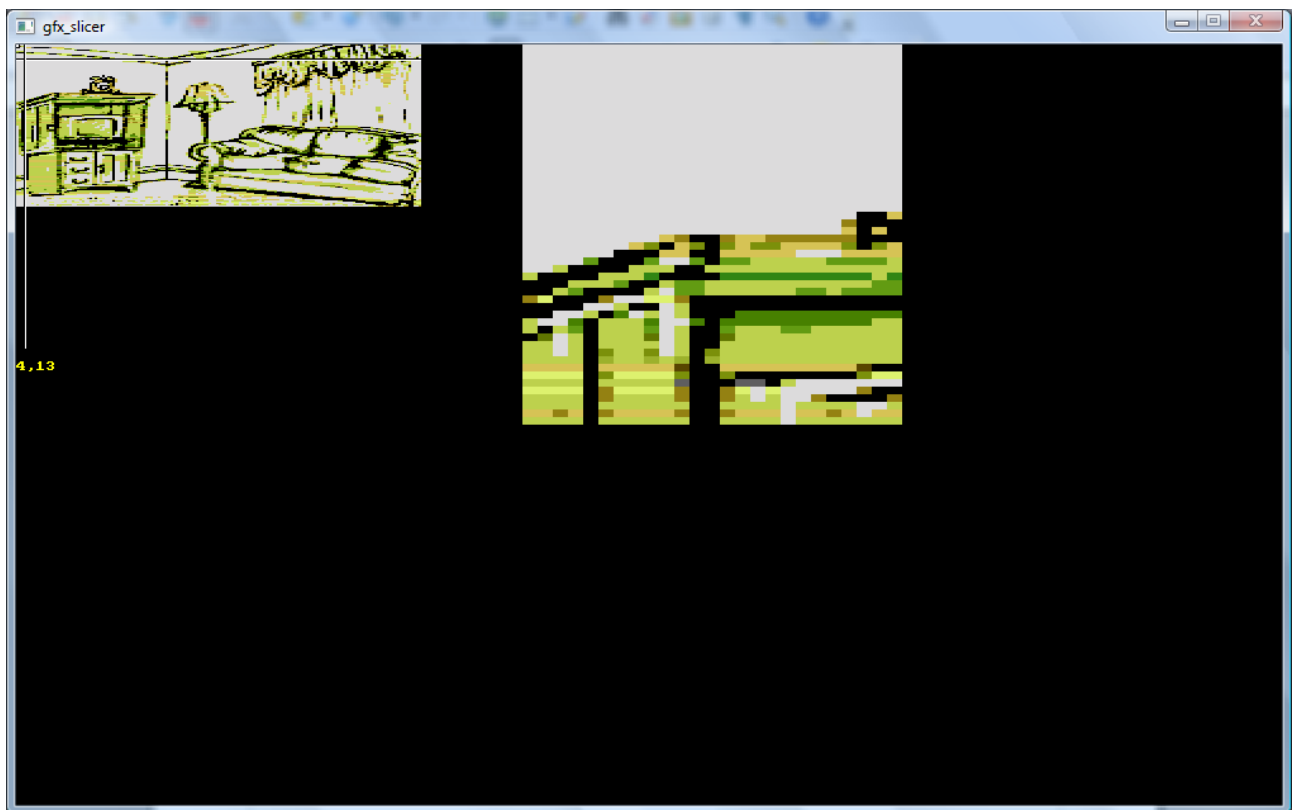
Save the picture, when finished in Graph2Font, as room1.mic and room1.col

Processing graphics

Graph2Font works on the full screen pictures (160x240), but usually we need smaller ones. In the Tools directory there is a Gfx_slicer program, which helps to cut and process the graphics for the Adventure Studio usage. The easiest way to use it is to run it in the interactive mode from the command line. As a parameter it takes the MIC file name, COL file name, the width and the height of the picture in pixels. These last two parameters are necessary, because in MIC and COL file there is no information about the size of the picture.

In our case we run it with command „gfx_slicer.exe room1.mic room1.col 160 240” (240, because the Graph2Font saves the picture of this height).

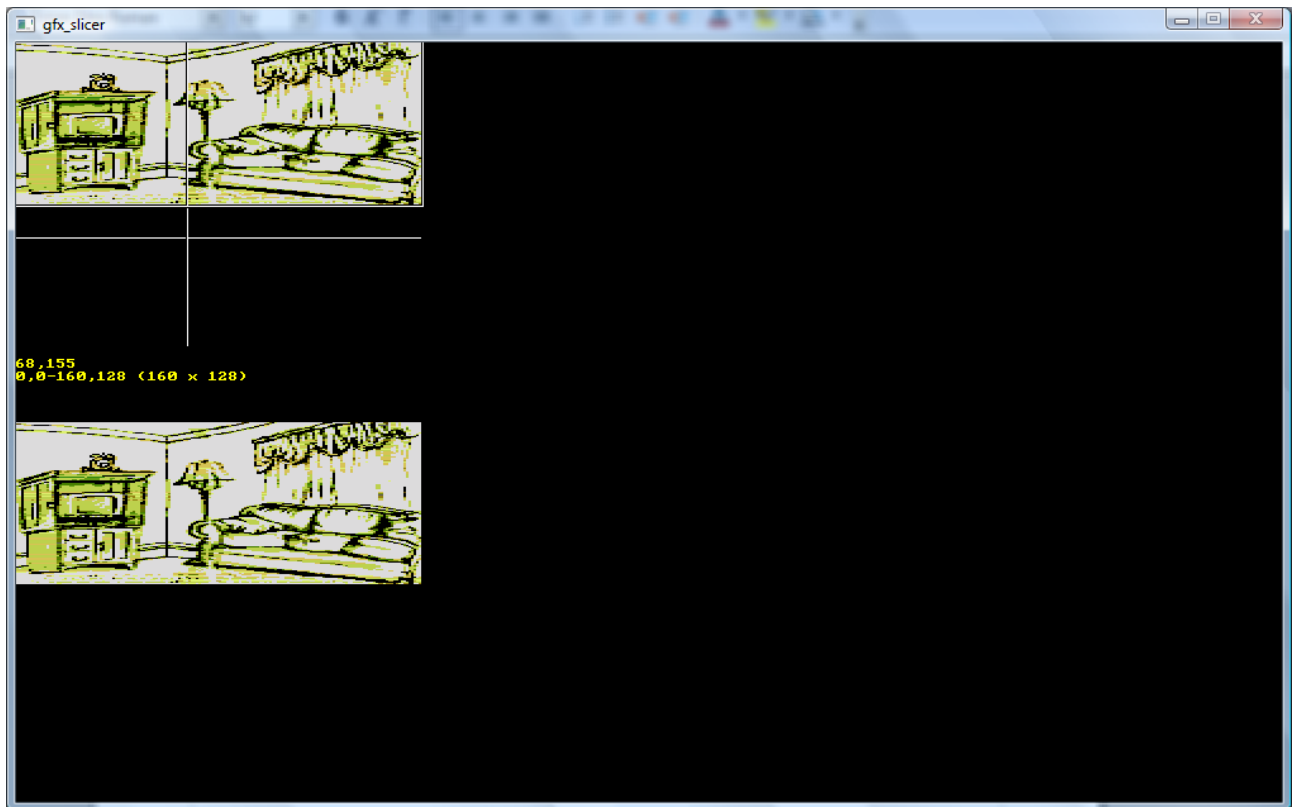
After starting the program we should see the slicing screen:



The screen consists of three main parts – the picture, the zoom and the coordinates.

The zoom is useful to accurately cut parts of the picture. Gfx_slicer works on the grid 4x1 pixels, which comes from the screen memory arrangements in graphics mode 15.

Currently we need a graphics for the whole room, therefore we mark the area 0,0-160,128 (size 160x128) with the left mouse button. The right mouse button saves the selected area:



There are three files created (BMP – preview, MIC – screen data, DLI – palette, which is more compact than COL file).

In the name of the file there is a position of the top-left corner of the cut picture, and in brackets is the size:

room1.mic0,0(160,128).bmp

room1.mic0,0(160,128).dli

room1.mic0,0(160,128).mic

We leave the Gfx_slicer program by pressing the Escape key.

This way we process all the pictures, which will be used in our game.