

Contents for Pudge Screen Designer Help

Welcome to the Pudge Screen Designer! This program makes it very easy to create new screens for Pudge. In fact it should be pretty much self-explanatory, but I thought I'd better write a help file just in case!

If you do design a number of new screens for Pudge I'd be interested in seeing them. (My address is in the Pudge help file under 'Registration'). Which reminds me - if you do use the Screen Designer you should really register Pudge.

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How To Design Screens

The Layout of the Screen Designer Window

Most of the window is used to show the screen currently being edited. This leaves a strip down the right side of the window which shows the screen number, screen password, and the palette of building blocks used to 'paint' the screen.

Editing the Screen

Using the mouse, select the block you want to place on the screen from the palette (it should now have a white border around it). Then select the position to place the block on the screen (or drag the mouse to 'paint' a number of blocks on the screen).

Erasing Blocks on the Screen

To erase a block on the screen move the mouse over it and click the right mouse button, or hold the right button down and drag the mouse over a number of blocks to erase.

Using the Keyboard

Instead of using the mouse you can use the cursor keys to position the cursor on the screen, then the spacebar or return key to paint the current position, and the tab key to cycle through the blocks in the palette.

Setting the Screen Password

Each screen after the first one should have a password, so that the player can skip to the screen at the start of the game. The password consists of up to 8 letters, and can simply be typed in while the corresponding screen is showing. The backspace key can be used to erase any mistakes.

File Menu Commands

New

Creates a new, untitled screens file with one empty screen.

Open

Opens an existing screens file.

Close

Closes the current screens file.

Save

Saves the current screens file.

Save As

Saves the current screens file to a new file.

Exit

Quits the Screen Designer.

Screen Menu Commands

Goto Next Screen

Cycles forwards through the screens.

Goto Previous Screen

Cycles backwards through the screens.

Goto Screen

Prompts the user for the number of the screen to display.

Clear Screen

Clears the current screen.

Create New Screen After

Creates a new empty screen after the current screen and displays it.

Create New Screen Before

Creates a new empty screen before the current screen and displays it.

Move Screen

Prompts the user for the new position of the screen.

Delete Screen

Deletes the current screen.

Verify Screen

Checks that the current screen doesn't break any obvious rules for designing Pudge screens (e.g. there must be exactly one Pudge in the screen, teleports must be in pairs, etc.). All errors are displayed in a dialog box. NOTE - Just because a screen is verified OK it doesn't mean that it can be finished!

Verify All Screens

As 'Verify Screen' except that all the screens in the current file are checked.

