

## Special Tips

This help explains some of the subtleties of the Game Builder editor.

### Background

When drawing a background, draw the pathways in the picture because in real-time the pathways that are drawn with the editor are invisible.

### Pathways

When two paths intersect at or near their ends (or edges for rectangle paths) make the overlapping part of the two paths small (about 4 x 4 pixels is ideal). This helps prevent "bobbling" when a moving cast member is at the intersection.

### Mouse button

Holding down the mouse button while the Game Builder editor is launching lets you skip the introduction pictures

### Option Key

Holding down the option key when dragging a frame to the trash in the animation control panel deletes the entire run.

### Tab Key

Pressing the tab key while in the background window selects the first path.

### Animation Runs

If you have clicked the New Run button but haven't added any pictures to the run and wish to delete the run, you will have to put a picture into the run so that you'll have something to "grab" when you delete the run (see Option Key above).

If the different runs for a moving cast member have pictures that change in size the overall position of a run may have to be adjusted to keep the pictures lined up correctly (ie. squid terminated run).

### Speed vs. Number of Cast Members

When the game is running in real-time the maximum number of frames per second is 10. There is a built in governor to limit the game's speed. Ideally then it should take no more than 1/10 of a second to perform on all the needed procedures on each cast member (like move the cast member or see if the hero is touching any other cast member). The upper left pixel in the real-time window will flash if it's taking longer than 1/10 of a second to get through the real-time loop. This is provided as an indicator of whether there are too many cast members in a scene. The pixel flashing doesn't mean you must reduce the number of cast members. It is simply a guide to show the performance of your game on a given computer.

Other subtleties are explained in the manual (see topic "About Game Builder").