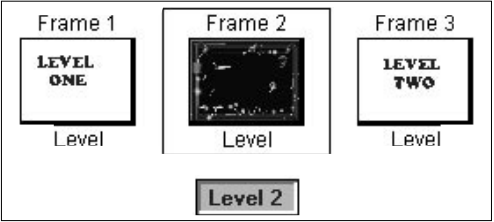


You can select these frames by clicking on them with the left mouse button.



There's also a pop-up menu, which is available by either selecting the frame with the right mouse button, or double clicking on it with the left button.

2. The Command Icons

- Goto** Forms a gateway to the other parts of the Klik & Play system. You can select an icon to call up the Level Editor, Event Editor, or Step Through Editor as you need them. You can also play the current game, straight from the Storyboard Editor.
- Tools** Brings up a toolbar which lets you insert a new frame into the storyboard. You can use it to add a level, picture, or animation to your game.

3. The Menus

We'll be discussing Klik & Play's menus in section Section 6.0. But here's a quick summary:

- File** Holds a series of options for loading and saving your games on the disc. Save your games often to avoid mistakes.
- Edit** Provides you with a range of cut and paste features which let you copy entire levels between frames. It also allows you to set up game and level options and it gives you access to the Storyboard's preferences.
- Game** Allows you to jump directly to another part of the Klik & Play system.
- Help** A detailed guide on how to use any particular aspect of Klik & Play.

Editing a level

Whenever you enter Klik & Play, an empty level is created for your games. You can edit this level using a series of options from the "Game" menu.

This provides you with the following options:

Level Editor	Calls up the Level Editor
Step Through Editor	Runs the Step Through Editor
Event Editor	Goes to the Event Editor
Play Game as finished	Plays the entire game from the start
Play Level as finished	Plays an entire level.

When you start out, only the "Play Game as finished" option is available. If you select a level with the left mouse button, you'll also be able to call up the Level Editor and edit that selected level.

In order to use the other options, you'll need to highlight a level with the mouse, and add in some objects from the Level Editor.

The Tools

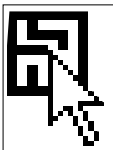
Tools

The Toolbar lets you create new levels, and add still pictures, or animation effects to your game. It can be selected by clicking on the "Tools" icon with the left mouse button.

Adding a new level



This icon adds a new level to your game. When it's selected, the mouse will change to show you holding a new level.



You can now move the mouse over one of the frames, and click once to add a new level. The left button creates a single level as you'd expect.

But if you select the frame with the right button, the mouse will still be holding a new level for you to add in. So you can continue to define additional levels as required. The final frame should be selected with the left button. You'll now leave insertion mode, and the mouse will return to normal. If you forget about this you can abort by clicking on the area below the "Tools" icon.

If a level already exists at your chosen insertion point, it will be moved one step forward to make room for your new frame. Also note that the "More.." frame indicates the first free frame in the current list. It can be selected to place your frame at the end of the sequence.

Once you've defined your levels, it's time to add in some objects. You can do this with the "Edit Level" option from the pop-up menu.

Adding a new picture



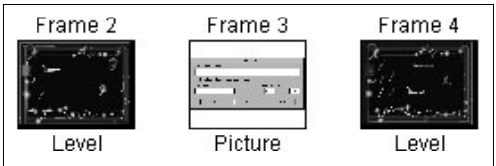
This icon lets you add a still picture to your game. Your image can be stored in any of the following formats: PCX, LBM, GIF, BMP or PICT (Mac only).

Here's how it's used:

Select the second icon from the Toolbar, and choose the insertion point with the mouse. Click on the left button to place the picture frame.

You'll now be presented with a standard Klik & Play file selector. You can get an instant snapshot of your picture with the "View" button. This displays your image in a small window on the screen. Click on the left button to return to the selector.

Once you've selected your file, a small copy of your new picture will be added to the storyboard.



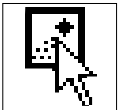
If you want to add several pictures, you should click on the frame with the right mouse button. This will ensure the mouse is ready to add a new picture. When you reach the last frame, select it with the left button, and things will return to normal.

Klik & Play doesn't just display your pictures on the screen. It also allows you to add a sound-track to your picture, or generate an impressive slide-show. You can even add a password to your frames. See Section 6.0 for more information.

Adding a new animation



You can insert one of these animations by selecting the "New Animation" icon from the Toolbar.



The mouse will now change shape to show it's ready to add an animation. Click on any one of the current frames to load it with your animation. Remember that the "More.." frame can be selected to add an animation to the end of the sequence.

You'll now be presented with a file selector so that you can choose your animation sequence from the disk. Klik & Play works with Auto desk compatible "flic" files in ".FLI" and ".FLC" formats. You can check out the effects using the "View" button from the selection window.



Note: If you select your frames with the right mouse button, the mouse will reappear ready to place another animation file. You can now add in as many sequences as you like. When you reach the final frame, insert it with the Left button, and everything will return back to normal. Alternatively, you can exit from this mode by clicking on the grey border area to the left of the Storyboard.

Deleting a frame

You can erase a frame by simply selecting it with the left mouse button, and pressing the Delete key from your keyboard. If you'd rather use the mouse, you can also call up the "Delete" option from the "Edit" menu.

Warning! These options permanently delete the entire contents of your frame, including any level objects and events.

If you're creating a slide-show, or animation, it's sensible to delete the first level before adding your new frames. Otherwise Klik & Play will display an empty game level at the start of your show, destroying the effect completely.

Viewing a picture

If you want to display a frame on the screen, you can bring it into view using the "Test Picture" option from the pop-up menu. This menu can be entered by selecting your frame with the right mouse button. It shows your picture in a standard window, which can be removed with a simple click on the left mouse button.

Changing the picture

You can replace the current picture by selecting a frame with the right button, and choosing the "Select Picture" option from the pop-up menu. This will display a file selector which can be used to choose a new image for your frame.

Viewing the animation sequence

If you'd like to test your animation sequence on the screen, just select it with the right mouse button, and choose the "Test Animation" option. After you've seen the effect, you can remove it by clicking once on the left button.

Changing the animation sequence

You can replace the current animation at any time, using a simple menu option. Just click on your frame with the right button, and call up the "Select an Animation" command from the resulting menu. You'll now be presented with a file selector which can be used to choose a new file for your animation.

Editing a Level

Changing a level is easy, as the Klik & Play editing system is only a mouse click away. Here's a list of the possible editing options.

1. Select your level with the left mouse button, and jump to the appropriate editor using the "Game" menu.
2. Highlight your level with the right mouse button, and choose one of the editor options from the pop-up menu.

3. Choose your level, and call up the Editor from the "Tools" icons.

When you're starting from scratch some options will be greyed out, but as you fill in the details and create your game, they'll quickly become accessible.

The Level options

Each level has its own menu of options, which can be brought onto the screen with the right mouse button.

Level Set-up

We'll be talking about this a little later. It enters the name, password, and dimensions of your selected level. See Section 6.0.

Goto Level Editor

Calls the Level Editor, allowing you to add new objects, events, and conditions to your game.

Goto Step Through Editor

Jumps to the Step Through Editor, and tests the current level on the screen. This option is only available if you've already defined at least one active object in your level.

Goto Event Editor

Runs the Event Editor, so that you can add new events and actions into your game. Like the previous option this cannot be selected if the level has no objects.

Play Level As Finished

Plays your selected level on the screen.

Cut and Paste

You can copy your frames using the "Edit" menu. This lets you cut and paste entire levels of your game, and rearrange the contents of the storyboard.

Selecting some frames

You can choose your frames in three ways.

1. Hold down the left button of the first frame in your sequence, and drag a box around the frames you wish to select. When you release the button they will be highlighted ready for use.

2. Select your frames by simply clicking on them with the Left mouse button. If you want to choose several frames, hold down the Ctrl (control) key during the selection process (Mac users can also use the Shift Key).

3. Choose the "Select all" option from the "Edit" menu to highlight all the frames in a single operation.

You can abort the selection at any time using the “Unselect” command from the “Edit” menu.

Copying your frame

Once you've selected your frames, you can copy them around with the “Copy” command from the “Edit” menu. This grabs your frames into memory, without affecting the existing versions on the screen. If you're copying a level, you'll grab all the objects and all the events it contains. So you can borrow features from your previous levels and use them to create something entirely new.

After you've copied your frames into memory, you can reproduce new frames to the storyboard using a simple “Paste” operation.

Cutting a frame from the Storyboard

The “Cut” option grabs your frames into memory, and chops them out of your storyboard. You can use it to move your frames to a new position.

The Paste option

“Paste” takes some previously stored frames from memory, and replaces them onto the storyboard. When it's selected, the mouse will turn into an insertion pointer. You can now move this pointer over the destination frame, and click on the mouse to reproduce your frames. Any existing frames will be shifted to the right to make room.

Set-up options

These options let you customise your game levels, and add new controls to your slide shows. Each frame can be defined independently, using a set-up feature from its pop-up menu.

Level Set-up



This enters the name of your current level, and allows you to choose a password for it. The X and Y boxes let you change the size of the play area. See section 6.0 for more details.

Picture Set-up

Specifies a series of options for the current picture, and allows you to display it as part of a slide show.

Here's what the Set-up screen looks like:



We'll now examine each of these options in turn:

Size as game window

If this option is selected the picture will be displayed in a normal sized game window. If it's turned off, the size will vary depending on the actual dimensions of your image.

Change Colour to Game's Palette

Loads your image with the same colour scheme as your games. This option can have odd effects, and should only be selected if your pictures have similar colour settings to Klik & Play. As a default, this feature is switched off. So your picture will be displayed using its original colours.

Display Game Menu Bar

Displays a "Game" menu at the top of your picture window.

Music for this picture

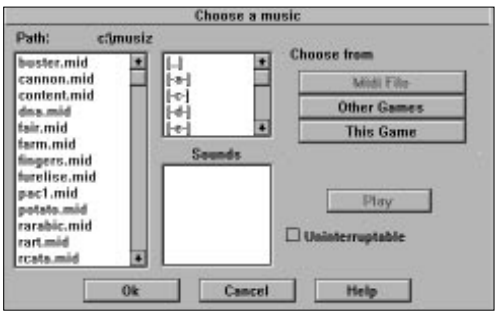
Selects a musical accompaniment. The entries are shown in a "play list" to the left of the screen.



Play Plays through the entire play list.

- Remove** Deletes the selected piece of music in the play list.
- Random** Plays the list in a random order while the picture is being displayed.
- Keep Previous Music**
Continues to play any music left over from the previous frame. When this finishes, a new piece of music will be selected from the play list.
- Add** Inserts a piece of music into the current play list. This music should be available from a standard ".MID", or ".MUS" (Windows version only) file.

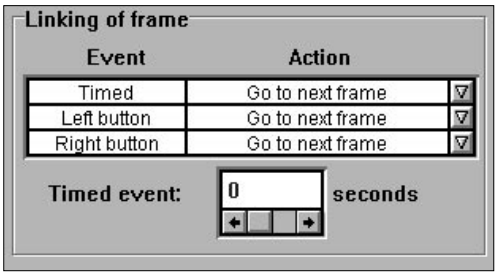
You can choose your music using a selector:



- Midi file** enters your music from a midi file in ".mid" format.
- Other Games**
loads some music from another Klik & Play game.
- This game**
grabs some music from another level.
- Play** plays the currently selected file.
- Sounds** lists the music's found in the current game or .mus file.

Linking of Frame

These options allow you to control how the slide show will work.



Event Lists all the events which trigger an action.
Available options include:

Timed Calls an action after a selected time interval.

Left button
Performs an action when the left mouse button is pressed.



Right button
Performs an action when the Right mouse button is pressed. You can choose the actions by clicking on the arrow icon to the right of each line

Here's a list of the possibilities:

No Action
Does absolutely nothing! You can use this action to turn off a selected event.

Jump to...
Moves directly to the chosen frame. This frame can be either a picture, an animation sequence, or a game level.

Go to next frame
Calls the next frame in your storyboard

Restart game from frame 1
Jumps back to the first frame of the storyboard.

Timed Event
Sets the interval of a timed event in seconds. There's a maximum of 100 seconds between each action.

Timed event: seconds

← | | →

Password
Enters the password for your picture.

Animation Set-up

You can customise your animation effects with the "Set-up Animation " command from the frame's pop-up menu. Each frame can have its own separate settings.

The following Set-up screen will appear:



As you can see, this is almost identical to the "Picture Set-up" system we looked at above. There are just two new options.

Load into memory

Loads the animation into memory before running it. This takes a little time, but results in a smoother display.

Loop Repeats the animation continually until an event occurs.

Creating a Slide-show

Here's a step by step guide to creating your own slide show.

- 1. First, find some pictures or Auto desk animation sequences for your show.
- 2. Click on "Frame 1" with the left mouse button, and hit the delete key to erase the initial game level. If it's left in, it will muck up your slide show completely.



3. Now use the Toolbar options to insert each slide into the appropriate frame. It's a good idea to select the insertion point using the right mouse button. This will let you add a series of frames, one after another. When you reach the last frame, select it with the left button. The mouse pointer will return to normal.

4. Call up the "Play Game as Finished" option from the "Game" menu. The first picture in your show will now be displayed in its own window. You can move through your sequence with the left and right mouse buttons.

5. If you want your slides to be displayed automatically after a selected period, you'll need to change an option from the Set-up menu. Click on each frame in turn, and hold down the right mouse button to call up the menu. Now select the appropriate Set-up command. When the dialogue box appears, move the mouse over the Timer bars, and enter the number of seconds between each slide. If you want to turn off the

mouse controls, click on the arrow icons alongside the relevant events, and select "No Action" from the menu.

6. Finally, you can add some music to your presentation. Select the frame with the right mouse button, and enter the "Set Up" option. Now click on "Add" to add some new music to your image. Choose an appropriate ".MUS" (Windows version only) or ".MID" file from the disk, and click on "OK" when you're finished.

7. Save your finished slide show onto the disk using the "Save As" option from the "File" menu. If you want to distribute this show to your friends and colleagues, use the "Save Stand-alone game" feature to make an independent copy. This can be installed directly onto the Windows/Macintosh Desktop, just like a normal program.

And that's it! All that's left, is to test your new presentation using the "Play game as Finished" command. Have fun!