

WGT Sprite Editor v5.1

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User's Manual

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1.0 System Requirements

386 or better IBM Compatible computer
VGA or better display card and monitor
Microsoft Compatible Mouse with at least two buttons
At least 2 megs of memory

2.0 Introduction

The WGT Sprite Editor is a paint program for drawing images which can later be used in your own programs.

This sprite editor is part of the WordUp Graphics Toolkit 5.1 for Watcom C. It is meant specifically for this package and therefore saves and loads files which are currently only supported by WGT.

The WGT Sprite Editor is designed to give the programmer many tools for designing small images. These images can be saved in a common file to be loaded and displayed in your own programs. While the main function of the Sprite Editor is to design sprites, it has a variety of other built in tools which allow you to design fonts, custom mouse cursors, animation sequences, and palettes. It is a very important piece of software that is used a lot during the development of any game or graphical program.

3.0 System Statistics

When the editor is run, a number of statistics about your computer are shown. They are:

Video: This always displays "VGA compatible card detected" if a VGA or better video card is found.

Mouse: This will display "Microsoft compatible" and the number of buttons the mouse has, if a mouse was found. It then reports what kind of mouse it is, out of the following:

- Bus mouse
- Serial mouse
- InPort mouse
- PS/2 mouse
- Hewlett-Packard mouse

The IRQ of the mouse driver is also shown.

4.0 Program Configuration

The first time you run the editor, you will be required to configure some options. A setup screen will appear which contains the following:



Turning the color lock off will prevent the editor from reassigning the menu colors when loading in a picture. This will make sure the picture is shown correctly, however the editor's menus will change color.

Turning the sound off may be desired when you are running a long macro, or you are working in a quiet area.

When Create Backups is turned on, the editor will rename old sprite files to an extension of ".spb" when you save over an existing file. This will protect your data against corrupt files and accidentally saving over the wrong file.

When run for the first time, either the Save Config button or Exit Config button will automatically save your settings. If you have chosen setup from within the editor, only Save Config will save to the configuration file.

The screen is divided into several sections, which will be covered in detail below. The main areas are the edit window, color selector, toolbank, storage, and size window.

5.0 Screen Layout

Below is a diagram of all the important areas on the screen.



- | | |
|------------------------------|------------------------------------|
| 1 - Edit Window | 11 - Storage Area |
| 2 - Color Selector | 12 - Decrease Storage Position |
| 3 - Left Mouse Button Color | 13 - Increase Storage Position |
| 4 - Right Mouse Button Color | 14 - Storage Movement Slider |
| 5 - Swap Colors | 15 - Drawing Buffer / Zoom Window |
| 6 - Color Edit Menu | 16 - Upper Left Zoom Box Selector |
| 7 - Toolbank | 17 - Lower Right Zoom Box Selector |
| 8 - Quick Pick Color | 18 - Scrollers |
| 9 - Retrieve from Storage | 19 - Help System |
| 10 - Put into Storage | 20 - Sprite Statistics |

6.0 Edit Window

This is where all sprite editing is done. Clicking in the edit window will cause different actions depending on which tool is currently in use. It shows a magnified area of the sprite being edited. It may be magnified from 2 to 32 times the original size. Higher magnifications make it easier to draw since the pixels are larger.

7.0 Color Selector

The Color Selector contains all of the colors available for drawing your sprites. Each sprite file contains a single palette, which is used by all the sprites in the file. Each mouse button may have a different color assigned to it, by clicking with that button on one of the colors. If you change colors 253-255, the WGT Sprite Editor's menu colors will be changed.

8.0 Drawing Colors

These boxes show which colors have been assigned to each mouse button. When a tool is used in the edit window, one of these colors will be used depending on which button is pressed.

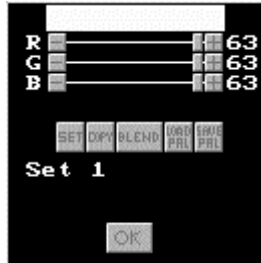
9.0 Swap Colors

The mouse icon will swap the colors of the left and right mouse buttons. This is useful when using the color change tool and choosing a right mouse button color from the quick pick boxes.

10.0 Color Edit

This will open a color control panel which allows you to modify the current palette. You can set new red, green, and blue components for each of the 256 available colors, copy one color to another, blend between two colors, and load or save palettes.

Once you have clicked on the edit button beside the color selector, a submenu will appear allowing you to change the red, green, and blue values for the color. It looks like this:



Red, green, and blue values are shown on the right, and a graphical slider shows the amount of each in the middle. Clicking on the plus and minus will change the values or you can click and drag the sliders to new positions. Below are some control buttons for performing various actions on the palette. The lines underneath tell which colors you will be changing. To finish changing the colors, click on the OK button.

Choosing SET, COPY, or BLEND will activate the color selector. Press the left button to choose a color or the right button to cancel the operation. Blend and copy require you to select two colors.

SET simply selects the color to change the RGB values of.

COPY will copy the first color to the second color.

BLEND will smoothly blend the colors between the two selected. For example, to create a gray scale, set one color to black, and another to white. Blend the two together by clicking on the black, and then the white. The more colors between the two selected, the smoother the transition is between them.

LOAD and SAVE will bring up a file selector for selecting the palette. The default palette may be changed by modifying the "default.pal" file.

11.0 Toolbank

This is located in the top middle part of the screen. It contains most of the tools you will need to control the WGT Sprite Editor. Each tool in the toolbank is described in detail below.

The toolbank is split into two sets, and you can switch between them with the bottom right tool in the toolbank.

First Toolbank:

PENCIL



The pencil tool lets you draw individual pixels where you click the mouse. It is the simplest of the tools.

LINE



The line tool will draw a line between two points. Click on the first point, and hold the button. Move the mouse to the second point and release the button to draw the line.

BOX



The box tool will draw a rectangle between two corners. Click on one corner of the rectangle. Hold the button down while you move to the second corner and then release the button to draw the rectangle.

BAR



The bar tool will draw a filled rectangle between two corners. Click on one corner of the rectangle. Hold the button down while you move to the second corner and then release the button to draw the bar.

CIRCLE



The circle tool will draw a hollow circle where you click the mouse. Click on the center of the circle and hold the button while you move the mouse away from the center point. This will change the radius of the circle. Release the button to draw the circle.

FILLED CIRCLE



The filled circle tool lets you draw a filled circle where you click the mouse. Click on the center of the circle and hold the button while you move the mouse away from the center point. This will change the radius of the circle. Release the button to draw the filled circle.

ELLIPSE



The ellipse tool lets you draw a hollow ellipse where you click the mouse. Click on the center of the ellipse and hold the button while you move the mouse away from the center point. This will change the horizontal and vertical radius of the ellipse depending on the distance away from center in each direction. Release the mouse button to draw the ellipse.

FILLED ELLIPSE



The ellipse tool lets you draw a filled ellipse where you click the mouse. Click on the center of the ellipse. Hold the button while you move the mouse away from the center point. This will change the horizontal and vertical radius of the ellipse depending on the distance away from center in each direction. Release the mouse button to draw the filled ellipse.

POLYGON



The polygon tool lets you draw a hollow polygon from a set of points you select. Click on the first point with either the left or right mouse button. This will start the polygon using the appropriate button color. You may continue to add new points using the left button. The right button will finish the polygon and connect the first point with the last.

FILLED POLYGON



The filled polygon tool lets you draw a filled polygon from a set of points you select. Click on the first point with either the left or right mouse button. This will start the polygon using the appropriate button color. You may continue to add new points using the left button. The right button will finish the polygon by connecting the first point with the last, and filling the shape.

SPRAY CAN



The spray can lets you draw random pixels around the place you click with the mouse, simulating a spray paint effect. Left and right buttons have different drawing colors when clicking in the edit window.

If you click on the spray can tool in the toolbox with the right hand button, a small menu appears which allows you to change the spray settings. Click on the plus and minus buttons to change the values. From this menu, you can modify the delay time, and size of the spray.

FILL REGION



The fill region tool lets you fill an area of the sprite with a color. The area is bounded by any color other than the one at the pixel you clicked on. Left and right buttons have different drawing colors.

COLOR CHANGE



The color change tool lets you change pixels of one color to a new color, given a rectangular area. Click on the first corner of the rectangle. Hold the button and move to the second corner. Release the mouse button and all pixels of the right mouse button color will be changed to the left mouse button color.

WHICH COLOR



The which color tool lets you change the left or right mouse button color by choosing a color from the sprite. Click on the pixel anywhere on the edit window and the drawing color for the button you pressed will be changed.

GET REGION



The get region lets you cut and paste portions of a sprite. Click on the first corner of the area to grab. Hold the button and move to the second corner. Release the mouse button and the area selected will be stored in a paste buffer. You then use the paste region tool to paste the area onto the sprite in a new location. The area selected is not cleared to color 0.

PUT REGION



The put region lets you cut and paste portions of a sprite. Click and hold the mouse button while in the edit window. You can move the region that was grabbed by the get region tool to the new location. Releasing the button will paste the region onto the sprite. If you change your mind, and do not want to paste the region onto the sprite, move the region off the bottom right side so the sprite will not be modified.

HORIZONTAL FLIP



The horizontal flip tool flips the entire 64x64 drawing buffer horizontally.

VERTICAL FLIP



The vertical flip tool flips the entire 64x64 drawing buffer vertically.

CLEAR SPRITE



The clear sprite tool erases the drawing buffer for working on a new sprite. The current zoom window area is not reset to the full window. Use the UNDO tool to recover the sprite if you click on this by mistake since it doesn't confirm the action.

DELETE SPRITE



The delete sprite tool removes a sprite from the storage, and moves any sprites after it back one storage slot. Make sure you insert a blank sprite if program already uses the file or your sprites will have the wrong slot numbers.

INSERT SPRITE



The insert sprite tool moves all sprites between the current slot location and the end of the file up one slot number. It then puts a blank sprite (which takes no memory) into the current slot. In other words, it makes a space for a new sprite between the current slot and the slot before. If a sprite exists at the last slot (2000) the operation is aborted.

TEXT



The text tool allows you to print text onto the clipboard. You can use and test custom fonts that have been created with the sprite editor. A text menu will appear when you select this tool. It has the following options:



Load font will bring up the file selector. Font files have the extension ".wfn" and can be created using the Create Font tool.

Default font returns to the default 8x8 font, if you have chosen a custom font previously.

Type text switches views to the clipboard. Click on the place you want the text to appear. Type in your text with the keyboard. Hitting enter will move the cursor to the next row. Also, you can use the backspace key to correct any mistakes. The left mouse button color is used for the text color. Once the text is placed on the clipboard, you can use the Get Sprite or Get Big Sprite tools to place it into a slot.

Exit will take you back to the main menu.

LOAD/SAVE PICS



This tool brings up a menu for loading and saving pictures which are stored in another format. You can load or save BLK, PAK, PCX, CEL, BMP, or LBM pictures.

After clicking on the button, you will be asked if you want to load or save a picture. The first two selections operate on the picture in the clipboard. The second two selections (load/save single) operate on the sprite in the current storage slot. Using these, you can directly load an image into a single sprite slot, or export individual sprites.

After selecting one, another menu appears which lets you choose which kind of picture to load or save. If you choose a type, a file selector appears and you may select your picture. If you are loading a picture, it will be placed onto the clipboard. You will have to use the Get Sprite or Get Big Sprite tool to use the picture.

If you are loading a picture which contains a palette, you will be asked if you want to use the palette of the picture, or remap the picture to the current colors. Remapping will attempt to recolor the picture with the current palette. When loading a picture, the Sprite Creator modifies the palette for its own use. It makes sure color 1 is white, and colors 253-255 are grays. If the picture uses these colors, it will appear different. To get around this, load the picture in twice, the first time using the palette, and the second time remapping it. This will ensure the picture is as close as possible to the original. Alternately, you can turn off the color lock option from the setup screen. This will force the editor's menu colors to be the ones in the picture.

If you are loading a single picture into a storage location, the palette information is ignored, and no color remapping is performed.

TRASH SPRITES



The trash sprites tool deletes all of the sprites from the storage. You will be asked to confirm this action.

CLEAR CLIPBOARD



The clear clipboard tool will clear the clipboard with a color, depending on which mouse button you click.

UNDO



The undo tool restores the sprite with what is in the current undo buffer. The sprite is copied into an undo buffer every time you click on a tool button. For example, if you click on the circle tool and draw a circle, then click on the undo tool, the circle will disappear, and the sprite returned to how it looked before. Undo only works for tools in the edit window. Actions such as CLB, or getting/putting with the storage cannot be undone.

LOAD SPRITES



The load sprite file tool prompts for a filename with the file selector. The current storage area is erased and the new sprite file is loaded. All sprites in the current storage area will be lost.

SAVE SPRITES



The save sprite file tool prompts for a filename with the file selector. If the sprite file you choose already exists, a backup will be made with the extension ".spb". You may turn this option off in the setup screen. The current storage is saved into a sprite file for loading into your own programs.

QUIT



The quit tool will exit the sprite editor and your unsaved sprites will be lost. You will be confirmed on this action.

OTHER TOOLBANK



The other toolbank allows you to switch between two sets of tools. The first tools you see when running the sprite editor are only half of them. Click on this to use the second half.

Second Toolbank:

ROTATE 90

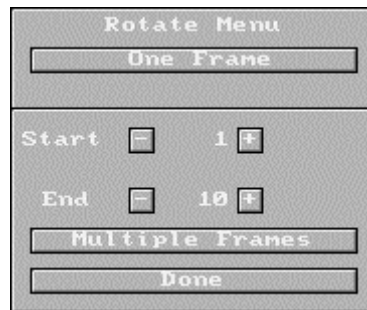


The rotate 90 degrees tool quickly rotates the image by 90 degrees counterclockwise. For other angles, see the freehand rotate tool.

ROTATE



The freehand rotate tool brings up a rotation menu which looks like this:



One frame will allow you to choose the angle of rotation and visually see the sprite when it is rotated by that angle. After choosing your angle, click on the done button. The sprite will be grabbed into a 64x64 buffer. If the rotated sprite is larger than 64x64, it will be cut off around the edges to fit into the zoom window. The start and end buttons select a range of sprites which will be used when the multiple frames button is selected. The sprite will be rotated 360 degrees within the start and end range. This makes it extremely easy to rotate an image. To rotate an image 360 degrees by 10 degree increments, choose a range with 36 sprites and click on multiple frames. The sprite editor will first find the smallest sprite size needed to fit all of the rotated images. It will then rotate each image and place it in the storage area. Sprites may need to be adjusted manually for centering, and pixel touch-ups.

RESIZE SPRITE



The resize sprite tool takes the current sprite in the drawing buffer and resizes it over the clipboard. While on the clipboard screen, pressing the left button will resize the sprite between the top left corner and the mouse cursor, and the right button will exit.

RESIZE CLIPBOARD



The resize clipboard tool is the same as the resize sprite tool only it resizes the entire clipboard instead of the current sprite.

GET SPRITE



The get sprite tool grabs a portion of the clipboard into the edit window. This lets you grab sprites from PCX, BMP, LBM, and other pictures. Click on the top left corner of the sprite. Move to the bottom right corner and click again. The maximum size for this tool is a 64x64 sprite. To grab large sprites, see the get big sprite tool.

PUT SPRITE



The put sprite tool takes the sprite in the drawing buffer and allows you to paste it onto the clipboard. You can create a full screen picture by pasting various sprites onto the clipboard, and save it as a PCX, CEL or WGT's custom image formats. Clicking the left button while viewing the clipboard will paste and the right button will exit. If the right button is clicked on this tool, the sprite in the current storage slot will be pasted instead of the sprite in the drawing buffer. This allows you to paste sprites which are larger than 64x64 onto the clipboard.

COPY SPRITES



The copy sprites tool lets you copy a range of sprites to a new location. A menu will be displayed where you can select the range you wish to copy. After setting the source and destination slot numbers, click on the copy button. If the source and destination ranges overlap, the sprites will not be copied, and a tone will sound. Clicking on the abort button will return to the main drawing screen.

MOUSE CURSOR




This tool allows you to design a new shape for the mouse cursor. Two 16x16 pixel sprites are needed to use this tool. Draw all pixels that will appear white in the first sprite. Any color other than 0 will be considered white. To create the second sprite, choose a different color and make an outline around the first sprite. Any pixels set in this sprite will appear black. To test the mouse cursor, position the current storage area on the first sprite, and choose the Mouse Cursor tool. If the sprites are not 16x16 or the storage is in the incorrect place a tone will sound and you will return to the main screen. Otherwise, the mouse will change into your cursor so you can see what it will look like. Pressing S will prompt for a filename with the file selector. It then saves a portion of C language code which you can later use with the mouseshape command in WGT.

GRID GRAB



The grid grab tool lets you quickly grab a number of images which have been arranged in a grid on a picture. The most common use for this tool is for grabbing tiles, since they are all equal in size and fit into a grid perfectly. A menu will appear which looks like this:



The screenshot shows a window titled "Grid Grab" with a list of settings and three buttons at the bottom. The settings are as follows:

Setting	Value
Grid Width:	16
Grid Height:	16
Number of columns:	20
Number of rows:	12
Horizontal Spacing:	1
Vertical spacing:	1
Offset from left:	0
Offset from top:	0

At the bottom of the window are three buttons: "View", "Grab", and "Exit".

If you click on the number beside each option, you may edit the value. Horizontal and vertical spacing is the number of pixels between each tile in the grid. The offset values let you move the grid around the screen. Click on view to see what the grid looks like with the current values. Clicking on grab will go through each tile in the grid and grab the next sprite. Sprites will be grabbed starting at the current storage location, but only if the grid box is completely on the screen.

REMAP SPRITES



The remap sprites tool prompts you for a filename of a palette file. All the sprites in the storage will then be remapped to use the palette chosen.

GET BIG SPRITE



The Get Big Sprite tool allows you to grab a sprite off the clipboard that is larger than 64x64 pixels. Note that you cannot edit these sprites due to the limitations of the sprite editor. You can paste the large sprites back onto the clipboard by pressing the right hand button on the put sprite tool. Other WGT commands that use sprites will be able to use these large sprites without any modifications to your program. A sprite larger than 64x64 will be reduced to fit within the storage location at the bottom of the screen, and the sprite's actual size is displayed at the top of the reduced image.

PUT LAST



The Put Last tool is the same as the Put Sprite tool but you do not get to select where it will go on the clipboard. Instead, the sprite is pasted where you last grabbed a sprite with either the Get Sprite or Get Big Sprite tools. You can edit a full screen picture easier with this tool. First grab an area of the picture using the Get Sprite tool. Edit the area as you would a normal sprite. Now click on this tool and your changes will be copied to the clipboard.

LOAD ANIMATION



This tool loads in an animation sequence that was previously saved with the Save Animation Sequence tool. Animation sequences are created and used in the animation menu.

SAVE ANIMATION



This tool saves an animation sequence that you have designed in the animation menu. This is useful if your animation is fairly long and it is difficult to recreate. You should keep animation sequences of important images so you can easily see what the final animation will look like if you make some changes.

ANIMATE



The animate tool lets you preview your sprites in animation. This is useful for seeing if the sprites will animate correctly within your program. A menu will appear in the edit window. It has the following options:



CLEAR ALL will wipe out the whole animation sequence. You will be asked to confirm this choice. The last three options have push buttons for increasing or decreasing values. Clicking the left button will change it by one. Clicking the right button will keep changing the value while you hold down the button. This is useful for quickly setting the number.

SLOT NUMBER may range from 1 to 80. This means you can have up to 80 sprites in the animation sequence. Each slot has a unique sprite number and delay value.

SPRITE NUMBER contains the sprite from the storage for this slot. The sprite will be shown just below the delay option. A sprite number of -1 means the sequence is finished.

DELAY contains the delay value for the current slot. To the right of the slot number values is a button called ADD. Clicking on it will increase the slot number, and increase the sprite number at the same time. This is very useful if you have arranged your sprites in sequence. You can quickly set up the animation sequence by holding the right mouse button. If you go too far, set the first unwanted sprite to -1, to stop the animation at that point.

At the bottom of the menu is the animate button. Press and hold this button to animate the sprite. For each slot, the sprite is shown for a period of time, depending on how long the delay value is. The sequence is repeated when a sprite value of -1 is found. See the Save and Load animation tools for managing your animation sequences.

SHRINK SPRITE



The Shrink Sprite tool removes all black pixels (color 0) on the top left edges of the current sprite in the storage. This is meant to chop off any extra space that is not needed in the sprite. After the sprite is shrunk, it is moved into the edit window. If you have aligned your sprites for animation purposes to a certain x and y offset, this tool will cause you problems, and you should only use the Trim Sprite tool.

TRIM SPRITE



The Trim Sprite tool removes all black pixels (color 0) on the bottom right edges of the current sprite in the storage. This is meant to chop off any extra space that is not needed in the sprite. After the sprite is trimmed, it is moved into the edit window. If you have aligned your sprites for animation purposes to a certain x and y offset, do not worry. Trim will not move your sprite to the top left corner of the window. Trim only changes the bottom right corner if necessary.

TRIM ALL



The Trim All Sprites tool removes all black pixels (color 0) on the bottom right edges of all of the sprites in the storage. This is meant to chop off any extra space that is not needed in the sprite. It operates the same as the Trim Sprite tool. This tool is useful before saving a sprite file. It will decrease the size of the sprite file, and save memory when you load the sprites from your program.

MACRO ON



This tool starts recording a macro which stores all of your mouse selections. You can later execute these actions again on other sprites. To make a set of actions perform on a range of sprites, you can click on one of the storage slider buttons as the last action. When you play the macro back a number of times, it will move to a new sprite and perform those actions. Only mouse movements/clicks are recorded. If a keypress is detected, the macro will stop playing. Mouse actions in the file selector are NOT recorded, so macros must not involve file operations. Macros are very useful for repetitive operations such as changing colors in sprites, and alignment adjustments.

MACRO OFF



This tool stops recording a macro, if you have previously started recording using the macro on tool.

MACRO PLAY



This tool will play the current macro the specified number of times. If you press the right button on this tool, you can set the number of times a macro will play. This counter will reset to 1 every time you execute the macro. A macro can be stopped in mid-execution by pressing a key.

LOAD MACRO



This tool lets you recall a macro you have saved. This is useful for keeping macros that you use often.

SAVE MACRO



This tool saves the current macro under a new name. A file selector will appear and allow you to choose a new name for the macro. Macros have the extension ".smc".

CREATE FONT



Custom fonts may be created using this tool. A filename is requested for the new font file. Font files have the extension ".wfn". These fonts can be used with the text tool and within the WGT programming library. To make a font file, place the images of the letters in storage locations 0-127. The storage location corresponds to the number of the character in the ASCII table. Several sample sprite files containing fonts have been included for you to begin with. You can load in one of these files and simply replace the current images with your own, and save the file under a new name. Once your characters are ready, click on this tool and type in a new font name. Each sprite will be scanned and converted into a font. Only monochrome fonts with on/off states are allowed, and any pixel other than color 0 will be considered to be turned on. Font characters must not be greater than 64x64 in size. To test your new font, load it into from the text menu and try typing some text.

REGISTRATION



This button will display the initial title screen and allows you to print an order form.

SETUP OPTIONS



This button will take you into a setup screen where you can toggle specific options of the WGT Sprite Editor on or off. This setup screen is described above in the installation section of the Sprite Editor Manual.

DOS SHELL



This button will attempt to enter a DOS shell. If you do not have enough memory, it will return to the editor immediately. Typing "exit" will return to the editor as you left it.

FREE MEMORY



This button will show how much free memory is left.

OTHER TOOLBANK



The other toolbank allows you to switch between two sets of tools. The first tools you see when running the sprite editor are only half of them. Click on this to use the first half.

12.0 Quick Pick Colors

The quick pick boxes are designed to store several commonly used colors which can be recalled without hunting through the color selector. Click on the box with the right button to assign a new color to the box. Move the mouse over the color you wish and click the left button to assign the new color.

Clicking the left button on the quick pick will set the left mouse button color to the color in the quick pick box.

13.0 Put Storage

This button will save what is inside the zoom box into the current storage slot. It does NOT save what is in the zoom window. It only saves what is displayed in the edit window. If a sprite already exists in the current storage slot, it is erased, and replaced with the new sprite.

14.0 Get Storage

This button will delete whatever is currently in the drawing buffer, and replace it with the sprite in the current storage slot. If no sprite exists in the storage slot, nothing happens.

15.0 Storage Area

The storage area holds all of your sprites. It can hold up to 2000 sprites at once. The middle box shows the current storage slot, while the ones on either sides show the previous and next slots. When a sprite file is saved, all the storage slots are saved into the file.

The storage section is basically a group of sprites, which can be moved around in the storage, copied from one to another and of course saved and loaded back in. Instead of having many files containing separate sprites and loading them in one at a time, you can put all the graphics in one file, and load them into your programs with one command. The palette is saved as well. This is much more convenient than having lots of small graphic files because it allows you to edit them for animation quickly. You will see three boxes in the lower right corner of the screen. The middle box shows the sprite you are working with. The boxes on either side show what is next in the storage area. The sprite number indicator shows the number of the middle box.

At the ends of the storage, a box marked with a large X will be shown. You cannot store sprites in these storage slots. If a storage slot does not contain a sprite, the word "EMPTY" will be shown at the top of the storage box. This helps distinguish between sprites filled with black, and truly empty sprites which take up no memory.

16.0 Storage Position

The current storage slot may be changed by clicking on the icons on the left and right, and using the slider in the middle. Clicking the right mouse button on the side icons will quickly move through the storage. To use the slider, hold the left button and move it to a new location. The slider moves through the storage area in multiples of 20 sprites.

17.0 Zoom Window

This window shows the sprite with the actual size it will appear. Also, a zoom box is shown over the sprite. This box is the region which is shown in the edit window. The zoom box controls which area of the sprite is shown in the edit window, and it also defines what will be put into the storage when you click on the Put Storage icon.

18.0 Zoom Selectors

These icons will allow you to change either corner of the zoom box. The first icon lets you change the upper left corner, and the second changes the bottom right. An outline is shown around one of these boxes, to show which corner can be moved. As you change the size of the zoom box, the size indicators change accordingly.

19.0 Scrollers

These allow you to scroll the sprite around within the sprite buffer. They are used to view another area of the sprite while maintaining the same zoom magnitude, and also to move the sprite to a new location within the drawing buffer.

20.0 Help System

The WGT Sprite Editor contains a help system that can be examined while within the program. To activate this system, click on the question mark icon on the right of the screen. The mouse cursor will change into a question mark. This is the point and click help mode. If you click with the left mouse button on a tool or other area on the screen, the help information on that item will be shown. A right mouse button click will exit the help mode. If you click on the help button twice, a table of contents is shown. You can use the mouse to browse through all the available help topics and read the ones you click on. Again, a right mouse button click will exit the help mode.

When a help topic is shown, it may contain more than one page of information. Click a button or press a key to advance to the next page.

21.0 Status

The status indicators show where the sprite storage slot is selected, and how large the current zoom box is. You can modify these values by clicking on the value, and typing in a new one. This way you can jump to a specific storage slot, or change the dimensions of the sprite to an exact size.

22.0 The File Selector

Any time you need to save or load a file, a file selector window will appear. The file selector is used to select a file, and move to different disk drives and directories. The file selector looks like this:



At the top of the window, a title will be shown which tells you what file operation will be performed on the chosen file. The most common file operations are loading and saving. Below the title is a black box. This is the text entry box. If you prefer typing in a filename instead of using the mouse, you can simply begin typing the filename. After the first letter is pressed, a cursor will be shown in the text entry box. You may also click on the box to begin entering your text. The backspace, delete, and arrow keys are all functional when in the text entry box.

Below the text entry box are three file mask buttons. The first contains the current file mask. All files with this extension will be listed in the directory listing below. If you want to change the file mask, click on the first button and type in the new mask. Hit enter when you are finished and the file listing will change accordingly. The second file mask button is always "*. *", which will list every file in the current directory. The third button sets the file mask to the default mask which was first used in the file selector.

In the middle of the file selector, the file listing is shown. There are three kinds of elements in the listing, each distinguished by the text to the right of them. Disk drives are shown with "<DRIVE>" beside the drive name. Clicking on a drive will attempt to change the current directory to that drive. Directories are shown with "<DIR>" beside the directory name. Use the ".." directory name to move back a level in the directory tree.

Files are shown with their file size to the right of them. Clicking on one of these will close the file selector, and perform the action on the file.

To the right of the directory listing is a slider and two buttons. The buttons move up and down through the directory listing. The slider shows a box in relation to which portion of the listing is being shown. If you hold the mouse button while dragging the box, you can quickly move to a different location in the listing. As well, moving up or down a page at a time can be achieved by clicking above or below the box.

At the bottom of the file selector is a cancel button. This is used to abort the file operation.