

STAMPO!

SECTIONS:

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- Controls
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- Making your own features/altering the code

Section 1 - How to use Stampo!

Controls:

- use mouse to control cursor
- left mouse click to place a stamp
- Q and E cycle through the stamps (Note: There isn't many stamps at this point in time so a lot of the stamp slots appear blank)
- "1" key selects the stamp tool (This is selected by default)
- "2 and 3" keys are other tools that currently do nothing but may be implemented later
- ESC to quit the game

Advanced Controls:

- left click and drag to draw
- A, S, W, and D are nudge keys, used to nudge the stamp/cursor when the edge of the screen is approached. (Hard to explain, you'll know when you need to do it...)
- TAB key is pressed to show/hide the in-game mouse cursor

***Use the screenshot key according to which system you are running on to capture your creations for the purpose of sharing or further use in your own games.

Section 2 - How to use Stampo! along with CUSTOM for game making purposes.

Making your own Stamp Graphics:

***The higher purpose of Stampo! is for you to use as a tool to assist in the fast creation and manipulation of your own graphics. Whatever you create in Stampo! can then be screen captured for use in your own game.

- Open Stampo! in CUSTOM, go to 'Edit Graphics' then go to 'Draw Big Enemy Graphics'
- Here is where all the default stamps are located, simply replace these as well as any empty spaces with your own graphics.

ATTENTION: Do not draw anything in the first 'Big Enemy Graphic' slot, this is due to this slot being used as a 'null graphic' for coding related purposes and troubleshooting during the programs development.

NOTE: There are 99 slots available for drawing stamps. This is a restriction that is present in the programs code. It can easily be increased/decreased by altering the programs code. The code for the game will be provided as a download.

Making your own features/altering the code:

-If you're interested in this, you probably already know how to do it. The code will be provided as a download.

***If anyone makes any changes to the code that greatly improve the program in a way that is useful to the users please feel free to share your code for future updates. If you wish to do so, please contact me at:

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