

tUME User's Guide Updates 06/18/00
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This file describes the enhancements, changes and bug fixes made to
tUME v00.2667. It also includes excerpts from the updated
tUME User's Guide to explain the enhancements.

tUME v00.2667, 06/18/00 *****

- . Released under Mozilla Public License 1.1.

tUME v00.2664, 04/03/95 *****

- . Fix program lock-up bug.
- . Fix 'm' on empty layer crashes w/ div by 0.

tUME v00.2663, 03/06/95 *****

- . Fix appending maps not working.

tUME v00.2662, 02/02/95 *****

- . Fix running out of memory trying to load COLLIDE.LBM (broke v0.2658).

tUME v00.2661, 01/03/95 *****

- . Fix Tile|Load|Boxed crashing with divide by zero error (broke v0.2650).

tUME v00.2660, 11/11/94 *****

- . Fix 'n' key acting erratically in menu bar area.

tUME v00.2659, 10/20/94 *****

- . Fix Layer|Lock checkbox not always up-to-date.
- . Use less memory to store UNDO information.

tUME v00.2658, 10/19/94 *****

- . Only merge tileset if UserType and UserNumber are the same.

- . Fix stratify pasting into empty layer creating a crash.
- . Fix file requester locking on empty directories.
- . Fix Smart Flip crashing.

tUME v00.2657, 09/19/94 *****

tUME v00.2653, 08/09/94 *****

- . Fix deleted tiles not removed from composite rooms properly.
- . Fix making a composite tileset messing up selecting tiles.
- . Fix Room!Save not saving locked composite rooms properly.
- . Fix showing partial LBM on loading if room was clipped (broke v0.2624).
- . Fix tile usage counts not updated if cut-select a brush.
- . Fix selecting tiles grabbing too many if ISO tiles loaded.
- . Fix selection rectangle disappearing at edge of rooms (broke v0.2624).

tUME v00.2652, 07/19/94 *****

- . Fix EditOnlyFloor display not working (broke v00.2624).
- . Fix graphics junk left past edge of screen (broke v00.2624).

tUME v00.2651, 07/18/94 *****

- . Fix scrolling large distance messing up display (broke v00.2624).
- . Fix unable to enter ".5" into print req (broke v00.2295).

tUME v00.2650, 07/08/94 *****

- . Add ability to print maps in portrait or landscape mode.
- . Add -m command-line switch to specify maximum EMS / XMS memory usage.
- . Make separate PsyQ and SNASM SCSI IDs in tUME.INI.
- . Fix left edge of printout sometimes missing part of pixel.
- . Fix version v00.2626's diagonal scrolling, hiding title bar.

tUME v00.2631, 06/17/94 *****

- . Add support for '.' and '..' to SearchDir's in tUME.INI.

tUME v00.2630, 05/19/94 *****

- . Fix video state not restored on exit on certain video cards.

tUME v00.2629, 04/27/94 *****

- . Fix not highlighting tiles that come from composite rooms.
- . Fix resizing composite tiles that are used in composite rooms.
- . Fix resizing composite tiles that are not 2x2 in size.

tUME v00.2628, 04/05/94 *****

- . Fix locked composite room initially appearing in unlocked panes.
- . Fix garbage pixels appearing on-screen at startup.
- . Fix menuitem name from View|Pane|Only Source to View|Pane|Only Locked.
- . Fix menuitem name from View|Pane|Only Edit to View|Pane|Only Unlocked.
(Actual operation is unchanged; only the menu names were revised to be more descriptive).

tUME v00.2627, 03/30/94 *****

- . Fix not displaying tile usage properly for composite tiles.

tUME v00.2626, 03/02/94 *****

- . Fix not update iso tiles on edge when scrolling around.
- . Fix isometric guide lines erasing during brush stamp & during scroll.

tUME v00.2625, 02/24/94 *****

- . Add ability to divide shift layer amounts before displaying:

The [Shift Units] section has been added to tUME.INI, which define what to divide the shift layer values with before displaying.

- . Fix direction of [Shift]-[Up] & [Shift]-[Down] in tUME.INI.
- . Fix [Shift]-[Up] & [Shift]-[Down] to move by two tiles in tUME.INI.

tUME v00.2624, 02/21/94 *****

- . Add ability shift (offset) a layer:

You may shift an unlocked layer by one or more tiles. By default,

tUME sets up these key definitions:

KEY	ACTION
-----	--------

[Shift]-[Up]	shift layer "north" one tile
--------------	------------------------------

[Shift]-[Down]	shift layer "south" one tile
----------------	------------------------------

A shifted layer will be marked by an "*" between the total number of layers and the current layer on the status bar. To unshift an unlocked layer, press lower-case [z]. To unshift all unlocked layers in the current room, press [Shift]-[Z].

You may change how many tiles a layer is shifted for each key press by modifying the [Shift Layer Events] in the tUME.INI file.

The layer shift information is not saved.

- . Add ability to display on the status bar how far a layer has been shifted. The "coordinates" change to angle brackets when displaying the layer shift amounts.

By default this event is attached to [F4].

- . Add support for pixel-level tile select:

Tile selection is now made on a pixel level. Any tiles pixel that is touched by the selection rectangle will be included in the tile-brush. This allows for more flexibility in selecting isometric tiles.

- . Add support for isometric tiles:

tUME now supports isometric tiles. When you load the tileset, set the tileset user type to 13 (Isometric Tiles), the tile width to 32, and the tile height to 16. The isometric tiles should be drawn as a 32x16 pixel diamond shape tile. Isometric tiles are pasted into an 8x8 pixel tile grid, with the additional restriction that they are pasted into an isometric grid.

tUME v00.2623, 02/04/94 *****

- . Add allowing [Shift] key to highlight letters in dialog boxes.

- . Change palette download address for SNASM & PsyQ SNES & Genesis:

New SNES palette address: \$000202, length \$100.

New Genesis palette address: \$FFFF80, length \$80.

In addition, a word which contains the palette size is downloaded each time the palette is downloaded. You may examine this word to determine when a new palette has arrived (if you set it to 0 after you have processed the new palette):

For SNES, the value 256 is stored at address \$000200.

For Genesis, the value 128 is stored at address \$FFFF7E.

- . Fix deleting highlighted letters in file requester deleting too much.

tUME v00.2622, 01/28/94 *****

- . Fix Layer|Insert sometimes crashing.
- . Fix loading layers with extra tilesets crashing.

tUME v00.2621, 12/15/93 *****

- . Fix smart flip info for layer 8 in tUME.INI file.
- . Fix crashing if grid on and select tiles beyond edge of room.

tUME v00.2619, 12/13/93 *****

- . Fix not able to load/append a layer that contains composited tiles.
- . Fix erratic operation if room's floor layer is empty.

tUME v00.2618, 11/18/93 *****

- . Fix fit to page not working for 320x31 tile room on 34"x200" page.
- . Fix Room|Copy Color|All running slow (test code)(broke v00.2616).

tUME v00.2617, 11/11/93 *****

- . Make print requester default to sizing map by pages down.
- . Fix page heights taller than 220.68" high.

tUME v00.2616, 11/05/93 *****

- . Implement Room|Copy Color|Color Cycles.
- . Fix not generating E-size plot properly on HP-650C plotter.
- . Fix Room|Copy Color|Palette not working properly.
- . Fix UNDO breaking if you widen the current room.

tUME v00.2615, 10/26/93 *****

- . Change HP-650C UseLightShades to apply gamma correction of 0.45.
- . Fix so page width is never wider than 32.27" on HP-650C plotter.
- . Fix composite tiles drawn w/ gaps @ 27:64 zoom (broke v0.2078).

tUME v00.2614, 10/12/93 *****

- . Fix accessing floppy drive w/out disk crashing program (broke v0.2624).

tUME v00.2613, 10/03/93 *****

- . Make restore video mode on exit work better.

tUME v00.2612, 10/01/93 *****

- . Make light shades lighter yet on HP-650C plotter.

tUME v00.2611, 09/28/93 *****

- . Add reconfigurable diagonal guides (mapped to Ctrl-O).
- . Fix not being able to map events to F11 and F12 keys.

tUME v00.2609, 09/23/93 *****

- . HP 650C: fix printing maps wider than 31".

tUME v00.2608, 09/07/93 *****

- . HP 650C: map white to color 0 to prevent printing bands of colors.

tUME v00.2607, 08/30/93 *****

- . Add Project|Choose Printer menu option:

From this menu option you may specify the printer as well as the page size.

- . Add support for HP DesignJet 650C printer.

tUME v00.2606, 08/25/93 *****

- . Add SearchAsSpecified switch to [Load Options].
If you set SearchAsSpecified=0 and SearchCurrentDir=1, then tUME will search first for tilesets in the same sub-directory as the map.
- . Enhance loading tileset status message to show full path.

tUME v00.2605, 08/18/93 *****

- . Enhance print requester to specify to nearest 0.01" (was 0.02").
- . Fix export room saving only 1st tile column (broke v00.2600).
- . Fix unable to enter numbers like "1.08" into print req (broke v00.2295).
- . Fix so you can incr. numbers like "1.08" in print req (broke v00.2295).
- . Fix print requester arrows so they increment better (broke v00.2295).

tUME v00.2604, 08/12/93 *****

- . Fix not searching path for tUME.INI (broke v00.2600).

tUME v00.2603, 08/11/93 *****

- . Add support to download to new Chip Level Designs development station.
- . Fix cancelling Tiles|Export... reporting an error.
- . Fix pointer being a wait shape in Tiles|Export... dialog box.
- . Fix difficult to set print size in tile-separated rooms.
- . Fix difficult to set print size using SPECIFY SIZE BY PAGES option.
- . Fix downloading to SNASM Genesis (broke v00.2518).

tUME v00.2602, 08/09/93 *****

- . Fix able to add layers to composite rooms (broke v00.2521).

tUME v00.2601, 08/06/93 *****

- . Add ability to move to the topmost layer:

This function is assigned to the event "TopFloor".

By default this event is attached to [Alt]-[Shift]-[Up Arrow].

- . Add ability to move to the bottommost layer:

This function is assigned to the event "BottomFloor".

By default this event is attached to [Alt]-[Shift]-[Down Arrow].

- . Fix pressing [Spacebar] not interrupting COPY, SPREAD, BLEND, and HSVSPREAD (broken in v00.2600).

tUME v00.2600, 08/04/93 *****

- . Add ability to insert a layer:

Inserting a Layer

To insert a layer at the current floor layer of the current room, choose Layer|Insert. The previous floor layer and all layers above the floor get pushed up.

This function is assigned to the event "InsertLayer".

- . Add ability to save a layer:

Saving a Layer

To save a layer from the current room, move the floor to the layer to be saved and choose Layer|Save...

This function is assigned to the event "SaveLayer".

- . Add ability to load a layer:

Loading a Layer

To load a saved layer and insert it as the current floor layer

of the current room, choose Layer|Load... The previous floor layers and all layers above the floor get pushed up.

This function is assigned to the event "LoadLayer".

- . Add ability to append a layer:

Appending a Layer

To load a saved layer and append it as the topmost layer of the current room, choose Layer|Append...

This function is assigned to the event "AppendLayer".

- . Add ability to export the screen as an IFF picture:

You can export the current screen as an IFF picture by choosing View|Export Screen...

This function is assigned to the event "ExportScreen".

- . Add ability to export current room as an IFF picture:

To export the current room as an IFF picture choose Room|Export.... The following settings affect how the exported image will appear:

- * the layers currently visible (choose Layer|Invisible to change);
- * the current View|Zoom and View|Guide settings;
- * the current View|EditOnlyFloor, View|Spaced Toggle, and View|EditColorsOnly settings;
- * the current View|Disable|Priority, View|Disable|Flip, and View|Disable|Colorsets settings; and
- * the current View|Background Color setting.

To export the floor layer in a form that can re-imported back into tUME, use the following settings:

- * disable Layer|Invisible (make the current floor visible);
- * disable View|Zoom (display tiles at actual size) and disable View|Guide (don't show guides);
- * enable View|EditOnlyFloor (show only one layer) and disable

- View|Spaced Toggle (don't separate tiles);
- * choose View|Disable|Priority(don't show priority) & choose View|Disable|Colorsets (don't show colorsets);
- * set the Background Color to the same color as the transparent color.

This function is assigned to the event "ExportRoom".

- . Add ability to export current brush as an IFF picture:

You can export the current brush as an IFF picture by choosing Brush|Export... Note that the zoom and tile-spacing setting of the current room affects the exported image.

This function is assigned to the event "ExportBrush".

- . Add ability to highlight tiles in source rooms:

Highlight Tile in Source Room

Sometimes, when you have many source tiles, it becomes difficult to see where a particular tile is defined. Use Highlight Tile to locate the tile within the source room where the tile is defined.

To highlight a tile in a source room, first select a tile-brush that includes the tile you wish to highlight in the upper left corner. Choose Tiles|Highlight Tile (or press [Alt]-h), and tUME will change the view to show the source room and the highlighted tile.

If there are more tiles in the tile-brush then subsequent presses of [Alt]-h will cycle through the tiles in the tile-brush from left to right, top to bottom, floor layer to ceiling (wrapping at end).

This function is assigned to the event "HighlightTile" ('<Alt-H>').

- . Add ability to smart flip to tileset for current layer:

Smart Flip makes the appropriate source tiles for the current edit room floor layer visible when you press [Spacebar] in an edit room pane. Choosing View|Toggle Smart Flip enables this

feature and redefines the behavior of View|Flip Panes, [Spacebar] and j.

If you have more than one source room whose tiles can appear in the same layer, Smart Flip will show the source room that you most recently selected a tile-brush from.

The tileset chosen for a given layer are specified through the tileset user types and are defined in the tUME.INI file; see the Redefining Layer Types section of the tUME Configuration Guide.

Redefining Layer Types

Layer Types are currently only used by the Smart Flip feature. Layer Types define which tileset user types are associated with each layer. Thus, when you press [Spacebar] while Smart Flip is enabled, tUME will find the last source room with the same tileset user type for the floor layer.

In the tUME.INI file, there is a section called [Type Groups] with three lines in it:

```
TileType=MCKids 2 Tileset Types
RoomTypes=MCKids 2 Room Types
LayerTypes=MCKids 2 Layer Types
```

Only LayerTypes are described here. The string following the LayerType= defines the name of the section to look in for the of layer types. You may have several layer type lists in the tUME.INI file, and select one just by changing the label following the TileType=. In tUME.INI, there is a section called [MCKids 2 Layer Types] that looks like this:

```
[MCKids 2 Layer Types]
Layer 1=0,4,5,6,7,8
Layer 2=1
Layer 3=2
Layer 4=3
Layer 5=0,4,5,6,7,8
Layer 6=1
Layer 7=2
Layer 4=3
```

This section lists all the layers that are defined. The text to the left of the '=' is the layer number being defined. The comma-separated list following the '=' lists all tileset user types that may be pasted into the layer on the left.

Thus when Smart Flip is enabled, and the floor is layer 2 of an edit room, pressing [Spacebar] will display the source room that contains the most recently selected tiles of user type 1 (defined as Contour Tiles in the next section). Or if the floor is layer 1 of an edit room, will display the most recently selected tiles in a source room containing tiles of user type 0, 4, 5, 6, 7, or 8.

This function is enabled with the event "ToggleSmartFlip".

. Add ability to display tile usage counts:

Choosing Tiles|Show Tile Usage will cause a grid of tile usage numbers to appear over every floor tile in the room. The number shows how many times the tile in the floor layer is used.

The numbers have different meanings, depending on whether the room is an edit or a source room. In an edit room, the tile usage number indicates how many times the floor tile appears in the current edit room only. In a source room, the number indicates how many times the floor tile appears in all edit rooms.

If the tile usage count is too large to be displayed in the current tile, +'s will be displayed instead of the tile usage count. In this case, zoom in to make each tile larger and to show more of the tile usage count.

You can limit the largest tile usage count displayed by choosing Tiles|Set Usage Limit...

. Add ability to set largest tile usage count to display:

Choosing Tiles|Set Usage Limit... will bring up a dialog box that will allow you to set the largest tile usage count that will be displayed. Enter a new maximum tile usage count, press [Enter], and tUME will display all tile usage counts that are less than or equal to your limit value.

E.g., you want to see tiles that are "infrequently used". You have arbitrarily decided that a tile is infrequently used if it appears five times or less. Choose Tiles|Set Usage Limit..., enter 5, and press [Enter]. tUME will now display tile usage numbers only for the tiles that are used five times or less.

. Add ability to save and load palettes:

When the palette requester is active the menus change to allow you to save and load palettes.

Colors|Load...

Choose this option to load a palette stored in an IFF file into the currently active palette. This function is enabled with the event "LoadPalette". You may not attach a key to this event. This event only works when the palette requester is active.

Colors|Save...

Choose this option to save the currently active palette to an IFF file. This function is enabled with the event "SavePalette". You may not attach a key to this event. This event only works when the palette requester is active.

. Add ability to save and load a palette range:

When the palette requester is active the menus change to allow you to save and load palette ranges.

Range|Load...

Choose this option to load a saved color cycling range stored in an IFF file into the currently selected palette range. This function is enabled with the event "LoadPaletteRange". You may not attach a key to this event. This event only works when the palette requester is active.

After selecting the file to load, a dialog will be presented, requesting you to specify the first color to copy. This defaults to the first color of the first color cycle range in the palette.

Press [Enter] to accept this default value, or enter a new first paletter number. The number of colors loaded will be the number of colors selected in the palette.

Range|Save...

Choose this option to save the currently selected palette range to an IFF file as a color cycling range. This function is enabled with the event "SavePaletteRange". You may not attach a key to this event. This event only works when the palette requester is active.

The first color and number of colors saved in the color cycle range is based on the currently selected palette range.

- . Add keys for INSERT, DELETE, COPY, BLEND, SWAP in palette requester.
- . Add ability to specify a initial map filename on the command line.
- . Change menu so they are easier to navigate via a keyboard.
- . Fix pressing [Spacebar] erasing selection range in palette requester.
- . Fix so fatal error message are displayed in text mode.

tUME v00.2525, 07/14/93 *****

- . Change "Tiles|Save...|As TMG file" to "Tiles|Save...".
- . Change "Tiles|Save...|As Brushes" to "Tiles|Export...".
- . Change "EditOnlyFloor" event so it appears in Layer menu (was View).

tUME v00.2524, 07/11/93 *****

- . Change small font so '3' and '8' are more distinct.
- . Fix not displaying long pathnames properly in dialog boxes.
- . Fix not being able to enter a drive by highlight it and then pressing [Enter] or [Spacebar] (broken 00.2521).
- . Fix guide displayed off by 1 pixel when separated (broken v00.2522).
- . Fix crashing if tiles deleted from source room with other tilesets.
- . DLCPE will now search the PATH for the file to download.

tUME v00.2523, 05/19/93 *****

- . Change map loader so it only expects one FORM.

tUME v00.2522, 05/18/93 *****

- . Fix brush being displayed in wrong size after printing map.
- . Fix not working correctly with XMS (broken v00.2516).

tUME v00.2521, 05/13/93 *****

- . Add configurable tile flag matching when counting brushes & searching:

Configuring Search and Replace

As supplied, when tUME is counting brushes, searching, or replacing, it tries to match tiles exactly; i.e., it searches for tiles with the same flipping, same priority, and same colorset. The FlagBits= line in the group [Search Options] defines which tile flag bits to match. Thus if the tile flag bit 4 is the priority bit, then the following lines will ignore tile priorities when searching:

```
[Search Options]
FlagBits=111x1111
```

- . Fix not Y-flipping brush correctly when using XMS (broke 00.2516).
- . Fix so colors 0 & 15 no longer set by [Alt]-P (was used by mouse).
- . Fix not always using right pointer in palette requester.
- . Fix so cursor key presses are not buffer (broke 00.2511).
- . Fix not able to save using certain filenames (broke 00.2512).

tUME v00.2520, 05/05/93 *****

- . Fix [MCKids 2 Tileset Types] section in tUME.INI so that contour, special & object defaults to no flip and no priority.

tUME v00.2519, 04/29/93 *****

- . Add ability to specify search directories for tilesets:

Configuring Tileset Search Path

By default, tUME loads tilesets using the directory and filename specified in the tUME map file. This can be a problem if you move tilesets to another sub-directory (perhaps on a different machine). To address this problem, tUME will use the following search strategy in loading tilesets:

1. [DEFAULT] Load tileset using the directory saved in the tUME map file. If not found, then
2. [USER-SPECIFIED] Search sub-directories specified by user, if any. If not found, then
3. [tUME.INI] Search sub-directories specified by SearchDir's, if any. If not found, then
4. [tUME.INI] Search current sub-directory, if SearchCurrentDir=1. If not found, then
5. [ASK USER] Can't load 'tileset'! Would you like to try a different file?

Option 2 sub-directories are added by the user when they click Yes in response to the question "Try to load other 'problem' tilesets from here?"

Option 3 is useful when you copy maps from another machine and you want to place all tilesets in a separate sub-directory from the tUME map. E.g., if you want tUME to search the sub-directory Z:\PROJECT\ART for tileset files, add the following lines to the tUME.INI file:

```
[Load Options]
SearchDir=Z:\PROJECT\ART
```

If you want to search the sub-directory C:\GOOD\ART as well, simply add another line:

```
SearchDir=C:\GOOD\ART
```

Option 4 is useful when you copy maps from another machine and you want to place the tUME map and its tileset files in the same sub-directory. To enable this option, add the following lines to the tUME.INI file:

```
[Load Options]
SearchCurrentDir=1
```


Option 5 is useful if you want to rename a tileset. Change the tileset name before you start tUME. When tUME tries to load the renamed tileset, it won't find it, and then it will give you a chance to specify the new filename.

- . Fix file requesters to show network drives again (broke 00.2506).

tUME v00.2518, 04/22/93 *****

- . Add support to download to Western Technology SegaDev card.
- . Fix parallel downloading crashing if not attached.
- . Fix Genesis downloading wasting 32K per 32K of map.
- . Fix SNES scroller sometimes not updating screen properly.

tUME v00.2517, 04/06/93 *****

- . Change Genesis downloading to support 40x28 instead of 32x28.

tUME v00.2516, 04/06/93 *****

- . Add improved status display when loading maps.
- . Allow more layers by using less main memory per row.
- . Fix not erasing Room|Set Info... dialog properly (broke 00.2515).

tUME v00.2515, 04/01/93 *****

WARNING! The tUME IFF output file has been extended by adding a CMNT chunk!

- . Add room comments to Room|Set Info... dialog box.
- . Add ability to save and load room comments. Comments are written as a CMNT chunk that follows USER in the ROOM chunk:

CHUNK 'CMNT' (optional chunk)

ULONG <size>

UWORD <Comment1 Length>

CHAR[Comment1 Length] <Comment1> (from Room Info dialog box)

UWORD <Comment2 Length>

CHAR[Comment2 Length] <Comment2> (from Room Info dialog box)

- . Highlight nearest match on entry to file requester.
- . Report "Can't find tileset 'T'." instead of Trouble Loading Tileset.
- . Fix not returning to original drive on exit(broke 00.2512).

tUME v00.2514, 03/25/93 *****

- . Make about 32K more of main memory available than v00.2513.

tUME v00.2513, 03/23/93 *****

- . Add new keyboard support that works better with EMS.
- . ZeroBackColor event assigned to [Ctrl]-\ (was [Ctrl]-').
- . Fix pressing [Ctrl]-[Break] printing '^C' in file requester.

tUME v00.2512, 03/23/93 *****

- . Add keyboard shortcuts to enhance file requester:

File Requester Special Keys

[Spacebar]	complete filename using highlighted name
..\	move to parent directory
\ on empty line	move to root directory
\	move into sub-directory
[Enter]	enter sub-directory or choose file

tUME v00.2510, 03/20/93 *****

- . Make configuration stuff print error if out of mem.
- . Fix edit hilite wrong w/ initial click (broke 00.2507).
- . Fix Out of Memory errors reported as Can't Load Map.

tUME v00.2509, 03/19/93 *****

- . Add pressing [Ctrl]-[Home] moves to upper-left corner of room.
- . Add pressing [Ctrl]-[End] moves to lower-right corner of room.

- . Always deal with all 256 colors and save all 256 colors.
- . Store tileset palettes in XTRA instead of main memory.
- . Fix 'z' press crashing file requester (broke 00.2506).
- . Fix not running if [Tile Mask Display Events] missing.
- . Fix breaking if more zoom then cursor movements.
- . Fix breaking if there are no zoom events defined.
- . Fix not auto-scrolling @ bottom if no initial menu bar.
- . Fix garbage left on screen if no initial menu bar.

tUME v00.2508, 03/05/93 *****

- . Fix not printing error if no mouse attached (broke 00.2007).

tUME v00.2506, 02/18/93 *****

- . Add pressing a letter moves highlighter in file requester.
- . Add pressing [PgUp] & [PgDn] moves highlighter in file requester.
- . Add [File Requester] section & ability to mix dirs & files:

Configuring the File Requester

You may configure the file requester to either display the directories and files alphabetically intermixed or display all the directories first, then all the files.

To configure the file requester to list all the directories first, then all the files, set DirsAtTop= in the [File Requester] section of the tUME.INI file to 1; to configure the file requester to list the directories and files intermixed alphabetically, set DirsAtTop= in the [File Requester] section of the tUME.INI file to 0:

```
[File Requester]
DirsAtTop=0
```

Note that if you set DirsAtTop=0, the [Files] and [Dirs] buttons do not appear in the file requester.

tUME v00.2503, 02/04/93 *****

- . Brushes shown with no transp if EditOnlyFloor.

- . Fix downloaded colorset wrong if priority set.

tUME v00.2502, 01/27/93 *****

- . Add ability to not display priority, flipping & colorsets:

Displaying Priorities

By default, tUME shows the tile priority settings. You may disable the display of priorities by choosing View|Disable|Priority, and re-enable display of priorities by choosing the same option again.

Displaying Flip

By default, tUME shows flipped tiles as they have been set. You may disable the display of tile flipping by choosing View|Disable|Flip, and re-enable display of flipped tiles by choosing the same option again.

Displaying Colorsets

By default, tUME shows tile in the colorsets as they have been set. You may disable the display of tile colorsets by choosing View|Disable|Colorsets, and re-enable display of tile colorsets by choosing the same option again.

- . Add ability to reset priority with the right mouse button:

Colorsets

...

To use the default 8 colorsets you need to draw your tiles in a particular way. Each tile needs to use one set of 16 colors in DPaint. Either the first set of 16 colors (0 - 15) or the second set of 16 colors (16 - 31) or the third set of 16 colors (32 - 47) and on to the eighth set of 16 colors (112 - 128).

When you make your rooms in tUME using these tiles they will be

drawn in the color you used in DPaint. If you want to change them to one of the other colorsets, first pick up a tile-brush, then press 1, 2, 3 through 8 on the numeric keypad to choose colorsets 1 thru 8 (or 0 thru 7 for you programmer types). The word 'COLOR' will appear attached to the cursor, and now when you stamp a brush with the left mouse button, instead of actually placing tiles in your room, you will be changing the colorsets of ("coloring") the tiles you stamp over. To change the tiles back to their original colors, stamp with the right mouse button.

Press . (period) on the keypad to exit the colorset coloring mode and return to the regular tUME drawing mode (where you place tiles instead of just changing their colors).

Priorities

Priorities are something that is really only used on the SNES/GENESIS systems, though you may find other uses for it. On those systems individual tiles may be marked as having a higher priority so that the system's sprites will appear to go behind those tiles. Editing or setting the priorities of tiles works exactly like the colorsets.

Grab a tile-brush and then press + on the numeric keypad. The word 'COLOR' will appear attached to the cursor, and now when you

stamp with the left mouse button, you will set the priority bit of all the tiles you stamp on to 1. If you stamp with the right mouse button, you will reset the priority bit of the tiles you stamp on back to 0.

Tiles that have their priority set to 1 will be drawn in colors 128 through 255. For example if your tile uses colors 16..31 and you set its priority to 1 then it will now be drawn in colors 144..159 ($16+128..31+128$). It is up to you to set these colors to something you will recognize. You may want to set them to that same colors as the originals except with a lighter or darker shade, or you may want to set them all to shades of red or shades of grey. Choose anything that will make it clear which tiles have their priority set to 1.

Press . (period) on the keypad to exit priority setting mode and

return to the regular tUME drawing mode (where you place tiles instead of just changing their priorities).

- . Add msg "Search Buffer defined." when user presses Ctrl-S.
- . Add ability to press ESC to escape from Replacing ALL.
- . Add ESC to leave Replace dialog, Enter to replace one.
- . Make zoom in/out start from 1:1 (vs. previous) if zoom off.
- . Create EditOnlyFloor event, replaces ShowOnlyFloor event.

tUME v00.2501, 01/22/93 *****

- . Always show flipped tiles, even if tileset is unflipped.
- . Make brush pick-up unflipped brush if tileset is unflipped.

tUME v00.2500, 01/20/93 *****

- . Add ability to display rooms using edit palettes only:

Tileset Display Colors

A tileset is normally displayed using the palette found in its DPaint picture. However, there is an option to display the source tiles using the current edit room's palette. Choose View|EditColorsOnly or press [Alt]-E, and the source room will be displayed using the last edit room's palette. This feature is useful when you have a tileset that is designed to use different palettes to change its appearance.

E.g., lets say you have a marble tileset that's designed to appear as green marble in the OFFICE edit room, and as grey marble in the HALL edit room. Switch to the OFFICE edit room, and choose View|EditColorsOnly. Now when you switch to the marble tileset, the tiles will appear green. Switch to the HALL edit room, and then when you switch to the marble tileset, the tiles will appear grey. Choose View|EditColorsOnly again, and the marble tileset will be displayed using its DPaint palette.

Note that if you select this option while in a source room, it will not take effect until you switch to an edit room.

- . Add ability to search, search and replace:

Search and Replace

tUME allows you search for a particular tile-brush, and to replace what you've found with another tile-brush.

The Search Buffer

tUME will search for whatever is in the Search Buffer. You place a tile-brush in the Search Buffer by pressing [Ctrl]-S. Pressing s will search across, then down, starting at the current pointer location, for the next occurrence of the Search Buffer.

Searching

To find a particular group of tiles, follow these steps:

1. Select the tiles to search for: press v or b, then select the tiles you want to search for.
2. Place the tiles to search for in the Search Buffer by pressing [Ctrl]-S or choosing Brush|Search|Set Buffer.
3. Switch to the room you wish to search, then position the pointer to where you want to start searching from. Note that if you position the pointer directly over a match, search will find the next match.
4. Press s or choose Brush|Search|Search to find the first match. tUME will search across, then down starting from the current pointer location. The room will be re-positioned, and the pointer will be placed over the match, which will be surrounded by an outline.
5. Press s again to find the next match. Once a match has been found, subsequent searches will continue from the previous match (the search outline).

When searching, tUME matches tiles starting from the current floor and up. Invisible layers match everything. E.g., you place a three layer brush in the Search Buffer. In the edit room, you place the floor on the first layer, and you make the second layer

invisible. tUME will match the first layer of the Search Buffer with the first layer of the edit room, and the third layer of the Search Buffer with the third layer of the edit room. Since the second layer of the edit room is invisible, it matches everything, and is not compared against the second layer of the Search Buffer.

Note: you may wish to press [Ctrl]-[Home] between steps 3 and 4 to move to the start of the room.

Note: when you place a tile brush into the Search Buffer, the previous match (search outline) is removed.

Searching and Replacing

To find a particular group of tiles, and replace the tiles with another group of tiles, follow these steps:

1. Select the tiles to search for: press v or b, then select the tiles you want to search for.
2. Place the tiles to search for in the Search Buffer by pressing [Ctrl]-S or choosing Brush|Search|Set Buffer.
3. Select the tiles to replace with: press v or b, then select the tiles you want to replace with.
4. Switch to the room you wish to search and replace, then position the pointer to where you want to start searching and replacing from. Note that if you position the pointer directly over a match, the replacing will start from the next match.
5. Press r or choose Brush|Search|Replace to find the first match. tUME will search across, then down starting from the current pointer location. The room will be re-positioned, and the pointer will be placed over the match, which will be surrounded by an outline.
6. tUME will bring up a dialog box that asks you, "Replace tiles?", with four options: Yes, No, All, and Exit.

A. Selecting Yes or pressing [Enter] will replace the

matching tiles with the tiles in the tile-brush, and tUME will find the next matching tiles, and bring up the "Replace tiles?" dialog box again.

B. Selecting No will skip replacing this match, and tUME will find the next matching tiles, and bring up the "Replace tiles?" dialog box again.

C. Selecting All will cause tUME to find each and every matching group of tiles in the current room, and replace each and every one with the current tile-brush. Pressing [Spacebar] will interrupt this function.

D. Selecting Exit or pressing [Esc] will stop the replace function.

Notes about Search and Replace

You may undo the last search and replace operation by pressing u.

Invisible layers match everything; they are not searched.

tUME only replaces tiles in unlocked layers. Search and replace uses the current brush paste mode setting (either paint mode or replace mode) when replacing tiles.

- . Adjust current room palette, even if showing edit palettes.

tUME v00.2447, 01/18/93 *****

- . Regain some of lost memory by changing compile options.
- . Tiles drawn with no transparencies if ShowOnlyFloor.
- . Don't redraw room if just changing the floor layer.
- . Make brush counting flip, colorset, & priority sensitive.
- . Make Room|Clear|Complete clears brush if from the room (fix div0).
- . Make Room|Delete... clears brush if from the same room.
- . Put locked layers in brushes when cut-selecting brushes.

tUME v00.2446, 01/15/93 *****

- . Fix stratify paste using brushes with NULL tiles.
- . Fix screen garbage that sometimes appears when exiting.

tUME v00.2445, 01/14/93 *****

- . Don't report 0K EMS (XMS) if not using EMS (XMS).
- . Fix sometimes corrupted graphics if load a different map in EMS.

tUME v00.2444, 12/17/92 *****

WARNING! The tUME IFF output file has been extended by adding
GRID, GUID & ZOOM chunks to FORM TSET chunks!

- . Add Block Table Rm & Global 16 Tiles to tUME.INI.
- . Add save & restore GRID, GUID, & ZOOM chunks from source rooms.

tUME v00.2443, 12/12/92 *****

- . Add ability to copy part of palette from a room to another:

You may also copy colors from one room's palette to another
room's palette. Follow the following instructions:

1. Drag-select the colors you want to copy.
2. Select COPY. The palette requester's title bar should
read COPY TO->.
3. Select OK to leave the current room's palette.
4. Make the destination room visible (press [Spacebar], 1
or 2 until it becomes visible), then press p or choose
Room|Set Palette to edit the destination room's palette.
Note that the palette requester's title bar reads COPY TO->;
this indicates your are in the middle of a copy operation.
5. Move the mouse pointer to where you want to paste the
colors, and press the left mouse button.

- . Delete Layer verifies operation with user before deleting.

tUME v00.2442, 11/16/92 *****

. Add toggle between downloading one screen and entire map.

tUME v00.2441, 11/14/92 *****

. Add support to download SNES 256-color characters.

tUME v00.2439, 10/27/92 *****

. Add ability to put brush into replace mode.

tUME v00.2437, 10/19/92 *****

. Different mouse pointer displays implemented.