

## Adding Pictures To Your Scenario

You fancy yourself an artist and you want to place some of your own artwork in the game. Using a Code 27 you can display a picture in the display. But how do you get those pictures into the scenario data files you ask?

Click the button "Scenario Data" from the Land Editor. A button labeled "Picture Editor" is in the upper left hand corner of the screen that appears.

When you click "Picture Editor" it will bring up the screen where you can add and remove pictures for your scenario.

You use ID numbers to identify the individual pictures for display in the game. This screen will let you find a blank slot and to paste a picture from the clipboard into your scenario files.

Valid IDs range from 32000 to 30128. Note, however, that 32128 is the default ID that should be used for the splash screen of your scenario. Picture ID 32128 will be displayed each time the player loads a saved game.

Above is a small view of the screen used to edit the pictures in your scenario. The - + buttons will move from one slot to the next. Any pictures already in your files under the selected ID will be displayed.

Delete Current Picture will remove the current picture from the scenario files. Note: This removes it for good. It does NOT send it to the clipboard.

Paste From Clipboard will paste into the current ID the picture stored in your computers clipboard. Just copy your art from your paint program or scrapbook and click this button to place it into your scenario files.

Previous Stored Picture and Next Stored Picture will advance the ID counter to the next picture in the current scenario file. It will skip all unused slots until it finds a stored picture and display that picture.

All pictures will be displayed centered in a 320 pixel x 320 pixel screen. If your picture is larger than that you should trim it down. If it's smaller it will be displayed centered in the 320x320 window.