

DYNAMIC DUNGEONS

EDITOR AND PLAYER APPLICATION v.0.0.1.

Editor:

With the Editor you can import images or video files into the storyline and make a four directional playlist.

The main menu:

NEW: Make a new story by setting the story size (min 2x2, max 30x30)

(In this version you cannot change the story size later, so make sure about having enough space in your story)

Left clicking on a position in the story-grid let you import an asset (video file or image) to that position. (On Windows don't forget to switch between the visible file extensions when browsing for videos or images)

If you've copied the Modular Dungeon pack to your Resources folder, you'll find a „Modular_Dungeon” menu under the main horizontal menu bar showing the thumbnails of the modular dungeon pack. You can drag'n drop these map elements to your story-grid. By clicking on the title of the pack (in this case it's „Modular_Dungeon”) you can choose different packs copied to your resources folder, and a User folder will be generated if you add your own images.

Once the asset is loaded into a position, click on it again. You can set the available cardinal directions (**N, S, E, W** or **All**) leading out from that scene. You can preview or remove the scene.

You must set one of the assets as a „Start point”. This will be the first scene loading in, when you play back your story.

OPEN: Load a story you made before.

[userfolder]/DynamicDungeons/player/resoruces/user/ will appear showing the folders you made. Each folder contains a „thumbnails” folder, a package.dd file which is your story and all the videos or images you've used in your story. (If you use a map more than once, it will be copied only once to this project folder)

Clicking on the package.dd will reopen your story.

SAVE: You can save the story you made into a new folder. (In this version overwriting is only possible by typing the same folder name again under resources dir. If you click on an existing folder instead it will create another new folder inside the existing folder and save all the components again there.)

Player:

Load a story you've made in the Editor.

Your stories are saved in [userfolder]/DynamicDungeons/player/resoruces/user/

←↑→↓: Use the arrow keys to navigate between the scenes

M: Mute

Esc: Quit

Troubleshooting:

The thumbnail generating function uses the so called FFMPEG library. FFMPEG only works if the "VISUAL C++ Redistributable pack" is installed under Windows systems. On some system this pack should be installed manually. <https://www.microsoft.com/en-gb/download/details.aspx?id=48145> After installing the x86 version, restart your system and the app.