Add Assets --- Image--- SMILE GAME BUILDER HELP

The "images" in game materials is the general images which are used for the background of the title screen and/or other advanced events.

------ Importable File Format -----

- File Format: PNG Format (Full Color)
- Sizes: Less than Width 960 x Height 544 pixels
 *The full display size is 960 x 544 pixels.

----- How to Export System Materials -----[P.S. September 7th, 2016: Current Restriction]
Pre-packaged system materials can be exported to any folder and they could be modified.

1. Select a material which you'd like to export from "Image Asset List".
2. Click the "Export" button above the list.
3. "Select a folder for exporting" window shows up. Select a folder to export from the left side of the window and click "Select Folder" button.
4. A new folder named "Images" will be created and a PNG file will be exported into the folder.

------ How to Import (or Add Assets) -----
Select PNG files that you'd like to import.

1. Select, "Add Assets" > "Game Images" > "Image"

2. Press the "+Add" button above the "Image Asset List".

3. Select "Choose from Local File" tab from the "Select Resource" window.
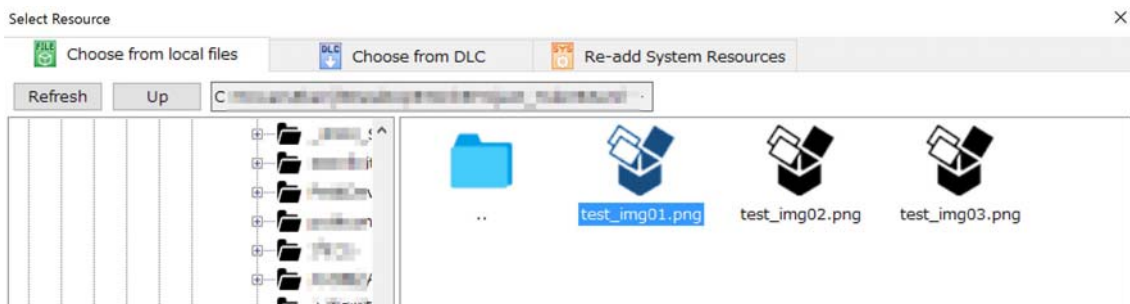
4. Select the files you want to import from the right side of the window and press "Add" button. Your new materials will be added. The default files will be distinguished from those added files from users which will be shown in the green color icons. The user imported materials will be saved in the game file when you save your game data. The original files are not be used as they are.