

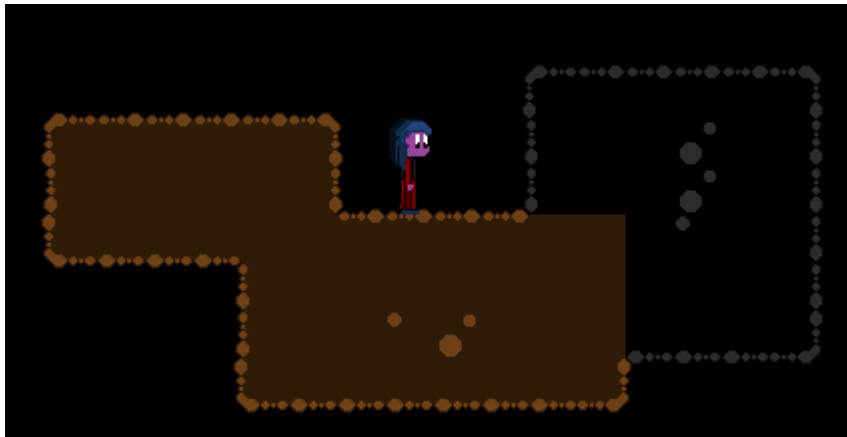
FiNCK – Advanced Features

I. Delimit mode

In FiNCK, the Delimit mode of a ground/background tile specifies how it will merge with overlapping tiles.

Delimit mode: All 

This is the default setting. It attempts to merge the object with anything else that is overlapping it. Objects placed earlier will overlap objects placed later. This will result in this:



Note how it has not only merged the two brown blocks, but the brown and black block as well.

Delimit mode: Same. 

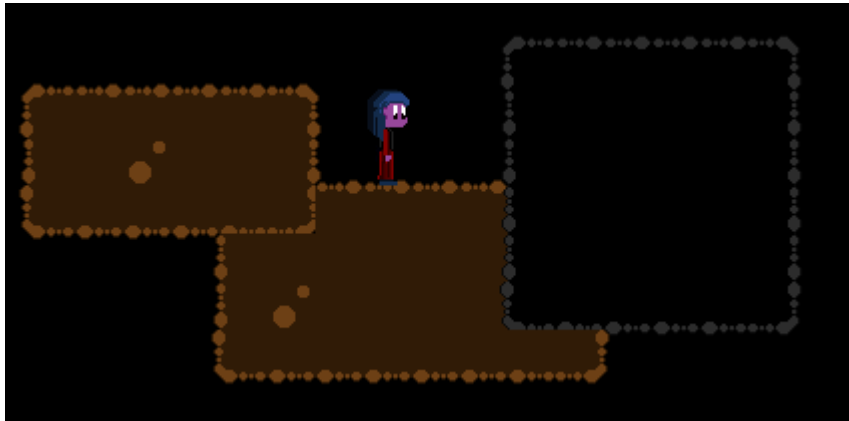
This setting will try to merge with tiles of the same type. This comes in useful where you want to create a transition between different ground tiles.



Note how not the brown and black no longer merge, but the two brown ones still do.

Delimit mode: None. ☒

This setting prevents the shape from merging with anything.



See how none of the shapes are merging at all anymore.

Delimit mode: Invisible. ☐

This makes the object invisible. Not much point in making a screenshot, is there?

In all the screenshots, all of the tileblocks I have placed have the same delimit mode. Have a fiddle around with the modes, mix and match 'em, and see what you get.

2. Custom Objects

FiNCK now supports Custom objects! All custom objects are specified in the Custom Object.ini file, placed in the same directory as your .finck file. To use a custom object, you must first specify the spritesheets to be used. This is done as follows:

[Spritesheet X] replace the 'X' with the number of the spritesheet

File = filename. required

filename is a relative path to the spritesheet

Tile Width = width of each tile on the spritesheet. Default is 24

Tile Height = height of each tile. Default is 24

Once you have specified your spritesheets, you must now specify the objects themselves:

[Name] you can call it whatever you like. It's probably best to call it something you can remember

Spritesheet = This specifies the spritesheet the CO's animation is on. Default is 0, but it's probably a good idea to always specify it.

X Offset = The X offset of the object when it is used in the game

Y Offset = The Y offset of the object when it is used in the game

From Frame = The frame the animation starts on

From Frame +Random = Used to randomly choose the starting frame. This is randomly added to the From Frame attribute

To Frame = The frame which the animation ends on.

Return Frame = The frame which the animation loops to instead of the From Frame

Animation Speed = Pretty self explanatory

Animation Speed +Random = Used to randomly set the animation speed. This value is randomly added to the Animation Speed Attribute

3. Physics

Although FiNCK already has good physics, you can tweak them to suit your level, or completely re-define them. The default physics need to be placed in a [Default] section:

[Default]

X Gravity=The X axis gravity for the player

Y Gravity=The Y axis gravity for the player

X Acceleration=The speed at which the player picks up speed when walking

X Deceleration=The Deceleration speed that is take from the walking speed each step the player is not walking

X Limit=Maximum walking speed

Y Jump Strength=The strength of the initial jump

Y Jump Hold Strength=The strength added to the jump each step the player holds the jump key

Y Jump Limit=Max Jump velocity

Y Fall Limit=Max falling velocity

X Throw Strength=The speed a thrown object will travel horizontally

Y Throw Strength= speed a thrown object will travel vartically

Y Throw Up Strength=The strength of a throw straight up

Y Throw Down Jump Strength=The strength of the propulsion added to the players jump when a box is thrown downwards

To change the physics when the player is holding a specific object, put the different variable under a section with the objects name. Values placed here will override the default settings when the player is holding that object.

Any object which starts with BOX can be changed