

GUI -prototype explanations

FreeDroid RPG Editor



1. Menu -panel

Menu -panel consists of basic menu -options, being quite a standard in modern-day programs. The menus in the panel have different options for different tasks that we have seen necessary in our work. See the images included for different examples of menu contents.

2. Quick -panel

Quick -panel is just like the quick-selection in the existing editor, this one is only hidden most of the time. Panel can be opened easily by hovering mouse over the small panel with arrow indicator. The panel includes recently used objects.

3. Selection -panel

Selection -panel shows the selected item or the selected tool. If an already existing item is selected it shows small image of it and selected items of the same type can be scrolled by using the arrow keys

beneath the image. Panel also shows some basic information about the selected item. On the editing mode the panel shows the chosen tool and some basic information about it, in this mode the arrow keys are used to change to next item of the chosen type (example the next type of wall elements).

4. Add -panel

From this panel the user selects the tool he/she wants to use to add or edit objects in the map. Tool -button has the basic tools from the existing editor, such as beautify grass etc. Every button opens a menu - like the existing editor has - and the menu gets hidden again after the selection of tool.

5. Minimap / Worldmap

This is a very critical object to an every good editor. The Minimap shows the location on the currently selected map and a sky -image of the objects in the map. Worldmap shows the current maps location in the world and from the worldmap -mode user can quickly jump to another map in the world.

6. Minipanel

Minipanel has a button to change between minimap/worldmap and quick keys for copy/cut/paste (and possibly undo- / redo- and remove-buttons too). The buttons should have letters marking the quick key combination for the action (ctrl+C for copy etc.).

7. Console

This panel is used to tell the user what he/she has done recently. The text lines describe shortly (by one sentence) the recent actions user has performed (should be scrollable). The console is updated after every action.