



Neuronyx²

Change the sounds!

You just have to drag and drop sound files into the Folder "**Sons**" of the "**NeuronyxSupp**" folder.

Make your own card game!

The "**NrxCreator**" software will help you, but please read the instructions below.

The folder name is the name of your cards game. If this folder ends in "+", the scores will be registered in the same score file as the other game of the same type, otherwise, this game will have its own score file. If this folder contains a character "#", the text before it will be the Collection.

Create a sub-folder in the sub-folder "**CardsGames**" in the folder "**Neuronyx**" naming it your card game's name.

In this folder, create a sub-folder named "Cartes".

If you create a folder "**NotesCartes**" in this card game folder, and you create inside text files (txt, html, htm or pdf), a window displaying the text will appear each time the corresponding pair to the names of the pair of cards will be found. You can set the text size by naming the folder from "NotesCartes#9" to "NotesCartes#19" (for txt files only).

Take example on the game "Classic", "Pays du monde" and "Chauffage BoisGranulés" available on the "Additional Cards game - Jeux supplémentaires" page.

You have to now create your 32 cards...

Your cards can be of 3 types: pictures (png, bmp, jpeg, etc.), text (.txt) or sound (aiff, mp3, wav, etc.).

The pictures must be 200x284 pixels (HiDpi) or at least 100x142 pixels. I advise you to **save as PNG under Mac** and **Bmp under Windows**, faster to load than jpeg.

Text can be written in TextEdit (or other text editor), **use UTF8 encoding**. You can define the first line as a control line by entering # as the first character, possibly followed by **ch** to center the text in height, and/or **\$n** not to have the first line in bold, and/or **&cXXXXXX** to write the text in the color defined by the number **XXXXXX** (or **XXXXXX00** as we don't manage transparency) and followed by a number indicating the text size. Example: **#ch18** for size 18 text centered in height. See the "Dictons", "Geometric shapes", "Mental arithmetic" and "Alphabet" games.

Be careful with sounds: all cards, whether they are visual or sound, are loaded in memory. Do not make your sounds too long, and optimise sampling to save space.

You can also create the back of your cards and a background of 1664x1200 (HiDpi) or at least 832x600 pixels to be placed in your game folder, beside the folder named "Cartes".

The program locates the cards by their file name.

The file name must be "Name" + "." + "1" or "2".

BE CAREFUL: The name must not contain the character "-".

For example: "Toto-1" and "Toto-2" are matching cards.

"Toto-2-1" is not an acceptable format.

You can also create matching cards to be revealed in order: For that, replace the "1" and the "2" by "A" and "B".

This allows you to create matching cards with, for example, a beginning and an end of a sentence. The player will have to reveal the card "Toto-A" before the card "Toto-B".

The new card game will be accessible in the "Load a game..." menu within the "File" menu.

If you are content with your creation and want to benefit other users of Neuronyx, contact-us.

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