



# Neuronyx<sup>2</sup>

Version 2 - ©2005, Philippe Galmel and Thomas Robisson

## Change the sounds!

You just have to drag and drop sound files into the Folder "Sons".

## Make your own card game!

Create a sub-folder in the sub-folder "CardsGame" in the folder "Neuronyx" naming it your card game's name. If this file ends in "+", the scores will be registered in the same score file as the other game of the same type, if not, this game will have its own score file. 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 or htm), 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".

Take example on the game "Classic" and "Fonte Flamme" provided!

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 100x142 pixels. I advise you to **save as PNG under Mac** and **Bmp under Windows**, faster to load than jpeg. The text can be written for example with TextEdit, **use UTF8 encoding**. You can set the first line as control line writing **~** for the first character, followed by **ch** to center the text vertically and followed by a number indicating the text size. Example: **~ch18** for text of size 18 centered vertically. See The CardsGame "Dictons+".

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 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".

You can also create only 16 cards. Name them simply, without "-1" and "-2". And drag and drop them on the script "Indicer Cartes".

This script create a copy (or an alias) of each file to make matching cards.

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.

## Web site:

<http://throb.pagesperso-orange.fr>

<http://www.phg-home.com>

## Email:

Thomas Robisson: [th.rob@orange.fr](mailto:th.rob@orange.fr)

Philippe Galmel: [phgalmel@orange.fr](mailto:phgalmel@orange.fr)