Clickteam Library Toolbar

Default Libraries

When you install TGF2, MMF2 a default structure is created called Local Library. This Library contains many hundreds of different graphical objects. These default libraries contain two types of graphical objects

1. Active Objects
2. Backdrop Objects

Active objects are objects that will move on the frame, have animations or are required to be programmed via the Event Editor. In computer game terms these could be called Sprites. Some Active objects in the library contain animations (they will animate) while others maybe a single image.

Backdrop objects are used to display a background and always appear at the very back of any game or program. These objects cannot be programmed in the Event Editor, but can be used in scrolling games.

Note : Currently you cannot tell the difference between Active and Backdrop objects in the Library toolbar. You must drag and drop the onto the frame and double left click on it to see what type of object it is. It it is an Active object you will see the animation editor displayed at the bottom of the Picture Editor.

At the bottom of TGF2 or MMF2 you will see the Library toolbar as shown in Figure 1.1.
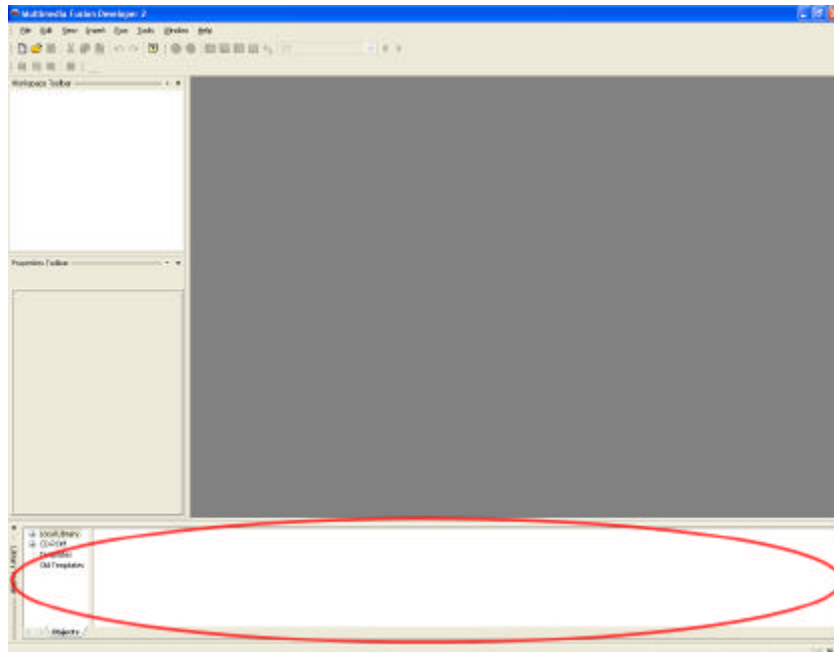

Figure 1.1 – Blank Application with the Library Toolbar identified.

If you cannot see the Library Toolbar at the moment, it may have been hidden from view, to make it appear, select the View | Toolbars | Library Window from the text menu options as shown in Figure 1.2.
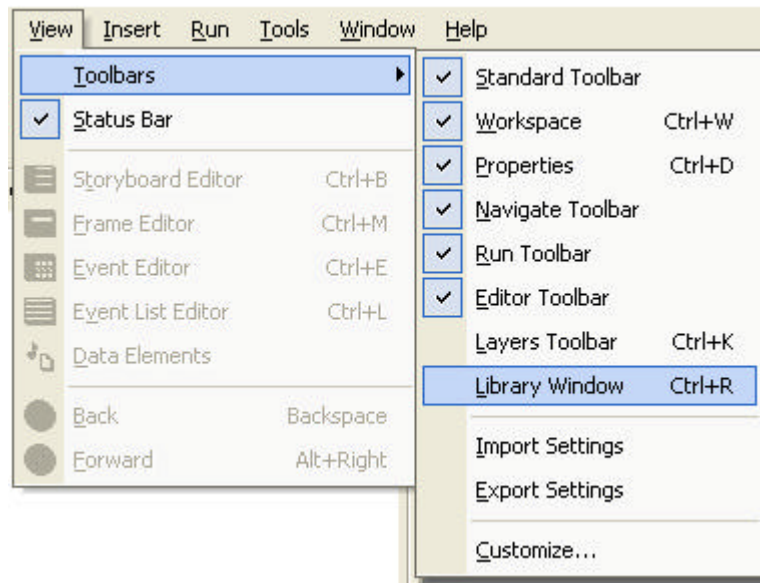

Figure 1.2 – Blank Application with the Library Toolbar identified.

You can see an example of the library toolbar with a folder selected in Figure 1.3.
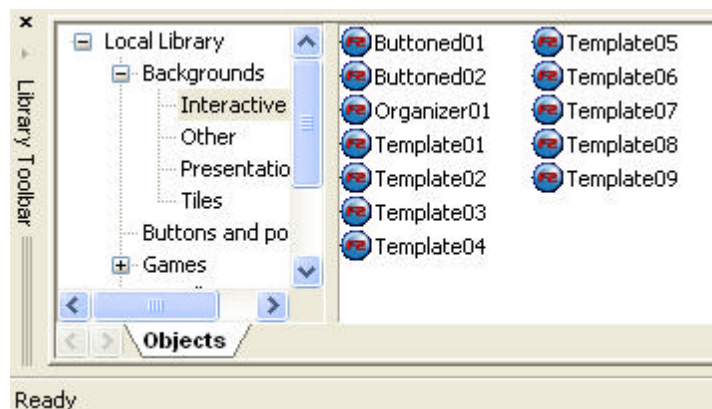

Figure 1.3 The Library Toolbar in Use

The left hand pane is a specified folder on the hard disk (for example c:\library\games\) and the right hand pane displays any TGF2 or MMF2 files within that folder. To ease the finding of graphics and objects, you could call the left-hand pane categories and the right object folders and files.

Note : It does not display any standard Windows files within the right-hand pane, just Clickteam formatted files.

Getting objects from the default library is straight-forward, browse the category folders on the left and then then double left click on the object folder that appears on the right.

The Folders on the left are physical folders that are located on your hard disk or network drive. The items on the right are TGF2/MMF2 folders which contain the objects that you can use in your games.

If you double left click on any folder on the right you will then see the objects that are available, as shown in Figure 1.4.
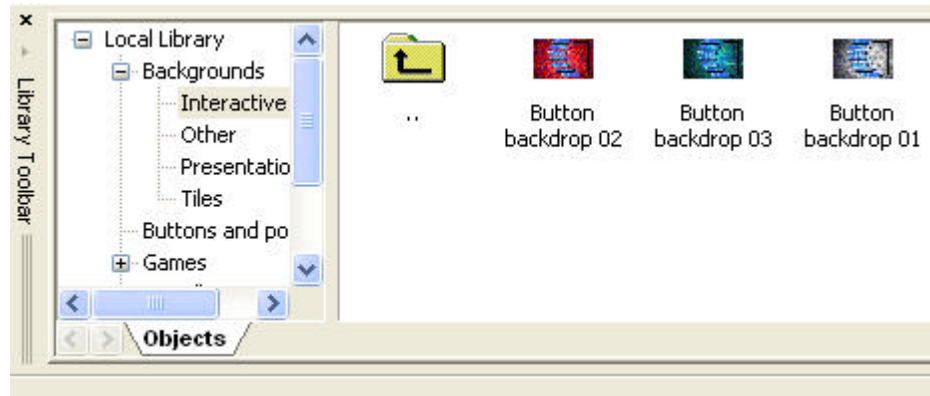

Figure 1.4 The Objects within our library file

To move back up to the object folders double left click on the Yellow up arrow.

Creating Your Own Library Folders and Files

Perhaps you are running a particular lesson or class on a specific subject. You may not want to browse all of the available folders, finding items that are needed, as this may take some time. What you are able to do is create you own library files. Library files are just normal files saved within TGF2 and MMF2. For example if you created a game, you would save this game as an MFA file (eg game.mfa). The Library Toolbar can access this game file and display all of the objects that are within it. The default set of library folders are graphical objects (Active and Backdrop), but it can also display any other object used within a game, including high-scores tables, buttons, counters, score etc.

To create your class set or lesson library, create your game, import your images or drag and drop the objects you wish to use from the library toolbar, either into a single or multiple frames (if you use multiple frames you can separate the objects into further folders, e,g Lesson 1, Lesson 2).

In Figure 1.5 you will see an example game with three frames and the objects in the first frame being displayed.
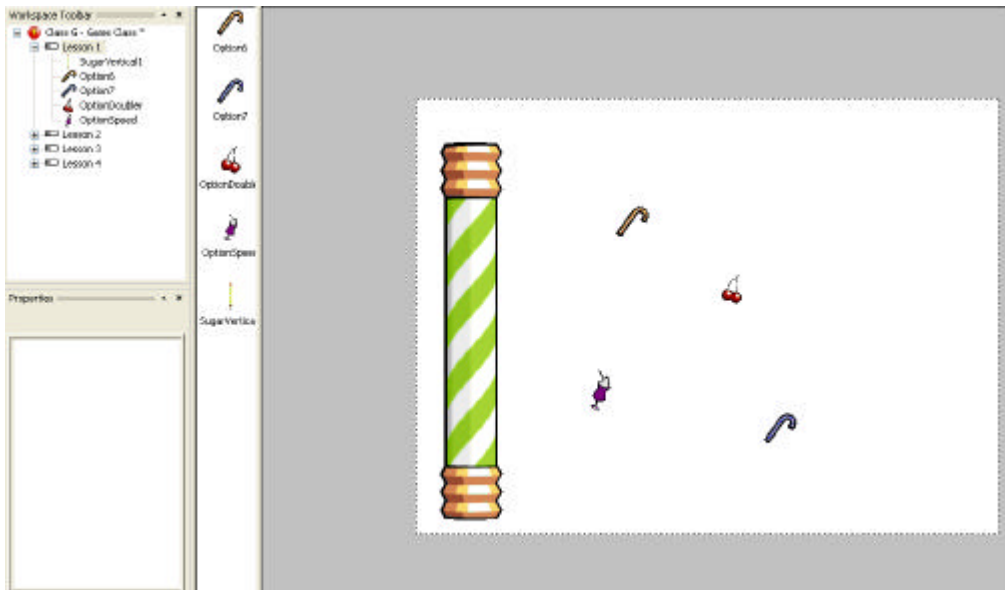
Figure 1.5 All of our objects that we wish to use, placed on the frame.

It is very important to name the frames and the application file so that you can identify it when browsing for it via the Library Toolbar.
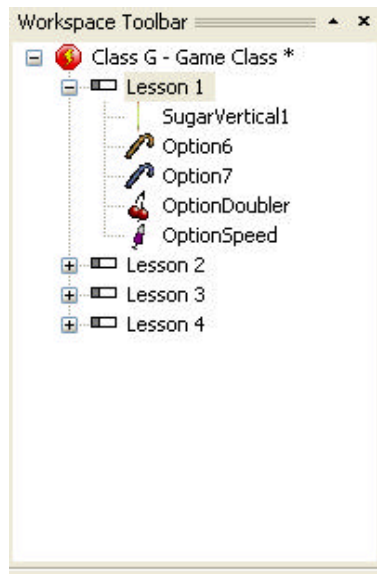

Figure 1.6 The application Name, and then its folders identified.

Save the file as something that you will remember, in this example we are going to save it as Class G – Game Class as shown in Figure 1.7.
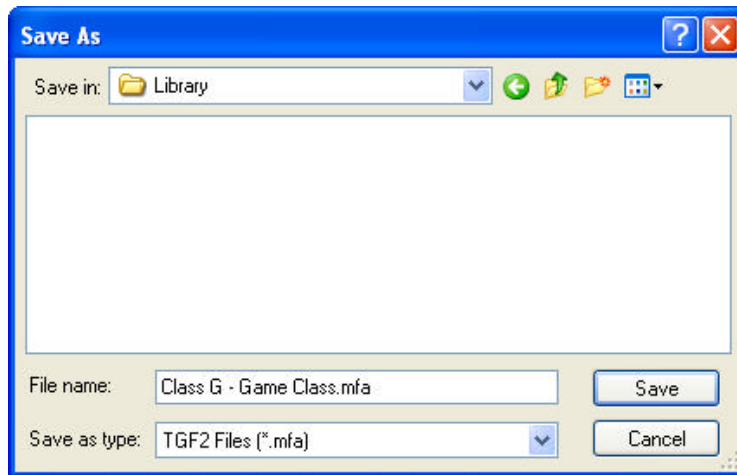
Figure 1.7 Saving the MFA file to a folder either on the local machine or network drive.

We now need to point the Library Toolbar to the folder location that we have saved our file. It is best to place all libraries in a location that other normal Game files are not located, otherwise the library toolbar will display both files and it may get confusing. If you are using mapped drives, you could place the library in a location on that mapped drive then it will be available for everyone who logs into that machine. Where possible set-up a read only folder so that pupils cannot edit the library files directly, but will be able to copy the objects into their own games and then save their own files to their home drives.

Linking to the Library

Now that your library of images and objects has been created, we now need to link to it. Right click on the left-hand pane of the Library Toolbar and select "New". You will then see a Browse dialog box appear as shown in Figure 1.8.
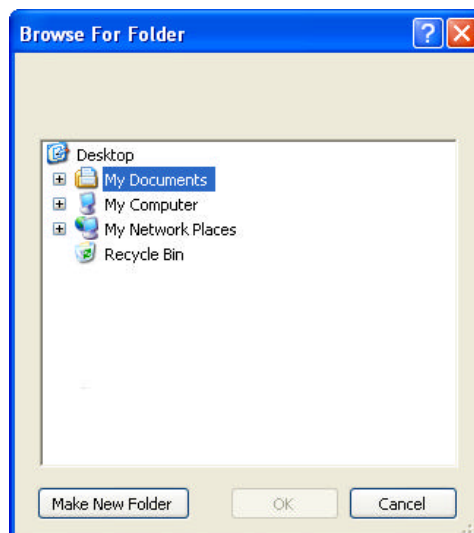

Figure 1.8 The Browse Dialog box.

Locate the folder that you have saved all of your library files into (it is a good idea if this is a mapped drive). This drive should be available to all users who log onto the

machine. If you are considering letting your pupils created their own Library files, as long as you create the library in the same user mapped drive letter it will work. For example if every pupil has a U: drive and when each user logs on it maps this letter. All the pupils will have to do is create their MFA library files within this structure.

Note : Remember if the pupils are creating their own library files it may be better to place the files into a folder within their U: drive (in the above example), so that they can separate them from any game files they create.

Click on OK once you have located your library folder.

You will then see in the left-hand pane that you are able to name the library. This can be anything that is relevant, but remember if other classes have access to this machine, this library entry will appear. So you might want to label it the name of the class or lesson. In this example, I will call it Class G Library. You can now see the library category in the left-hand pane and the library folder in the right hand pane, as shown in Figure 1.9. In Figure 1.10 you can see the different frames, which in the examples case relate to different lessons. Within the lessons folder 1.11 you can see the actual objects.
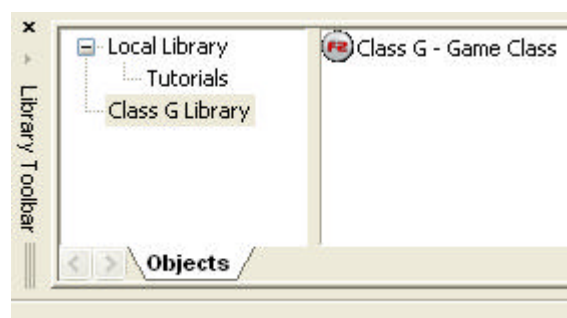

Figure 1.9 The Library Category on the left hand pane, and the MFA library file on the right.
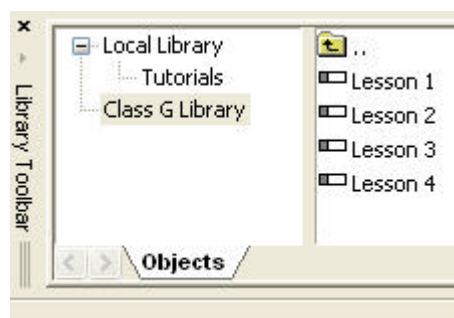

Figure 1.10 The frames displayed as lessons. A good way to separate the same group of lessons into modules.

Figure 1.11 the Objects contained within the Lesson 1 folder.

Perhaps you wish to create a set of objects for a Maths class. You might already have categories on the left for Chemistry, English and ICT. If you then have selected Maths on the left (the Category) you might then see a number of folders for more specific items on the right, Fractions, Multiplication, Division. Within these folders you may then get additional folders to break it down futher or the objects.

Another way is to create specific lesson categories which they could select on the left as we previously mentioned, e.g Class G. Then within this category you can then create specific courses, topics, lessons or modules.