



KodeKLIX for PUP

Wizard Tool



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Wizard tab - Overview

The screenshot shows the 'Wizard' tab of the software interface. It features a menu bar with 'File', 'Grfx', 'SFX', 'Wizard', 'Coding', and 'Build and Download'. The main area is divided into several sections: 'TitleScreen Setup' with fields for Title, HighScore, and PlayScore; 'Edit Map' with a grid of icons; 'SFX Definitions' with a list of sound effects; 'Scoring' with numerical values; 'Enemies' with a grid of enemy types; and 'PUP Options' with checkboxes for 'Analog Pad', 'Digital D-Pad', and 'Digital Btn A'. At the bottom, there is an 'LCD Grfx Editor' window and a 'Status' bar. Red callout boxes with lines pointing to specific areas are labeled: 'Close&Exit' (top right), 'Enemy Setup' (right side), 'Scoring Setup' (right side), 'SFX Setup' (right side), 'Map Setup' (right side), 'Interface' (bottom right), 'Status' (bottom right), 'Player Details' (left side), 'TitleScreen Setup' (left side), and 'Tab select' (top left).