

How to make custom themes for Boxy II for Sony's PlayStation Portable

Hi, since a lot of users want to make own themes for boxy II I decided to make a small "how to" to help those users. This document will explain what structure you will have to use, what size of the pictures and so on. At the end of this howto you'll know what to do.

The Basics

First I want to explain some basic knowledge. Themes **CAN** be made by everyone and you **DO NOT** have to delete themes that go along with Boxy 2. However if you really don't like some of the themes you can delete them if you like. At least 1 theme has to be in the themes folder for Boxy 2 to play. At start up Boxy 2 loads every directory found in the themes folder so you can just add themes as you like with a maximum of around 100 themes.

All pictures have to be in the PNG format or else Boxy 2 can't find them and your theme will crash the game.

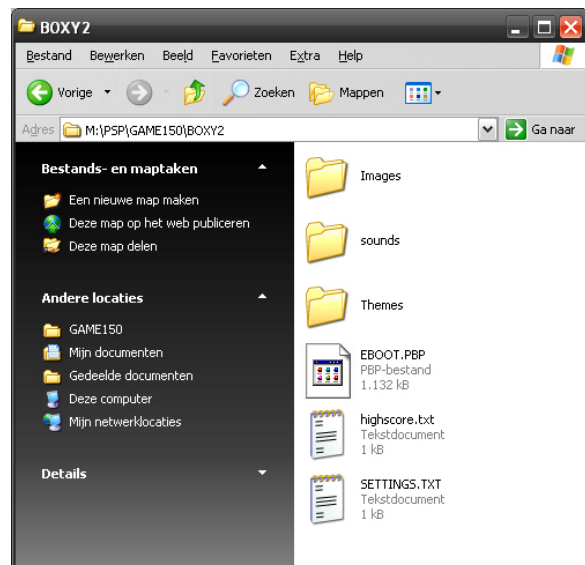
In the following chapter I will explain how you can make your own themes.

The HowTO

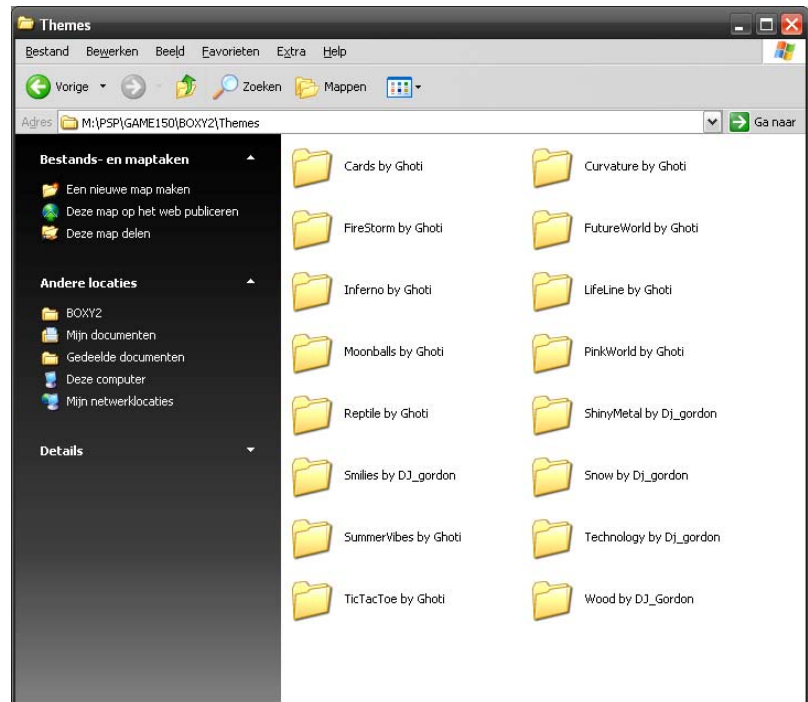
There are two kinds of themes in Boxy 2, the first is a normal theme which has a static background and the second is an animated theme. Although the basis is the same there are some small differences between them. Animated themes for example hold much more files then a normal theme.

Having said this, lets begin.

1. Let's see where the theme files are in the boxy 2 folder. In the image on the left you see that I am in the Boxy 2 folder on my PSP. I run the custom firmware of Dark_Alex so that's why you see the game150 folder. On a normal 1.5 firmware version you will have just the normal game directory. In the Boxy 2 directory you see a directory called "themes". Open this directory.

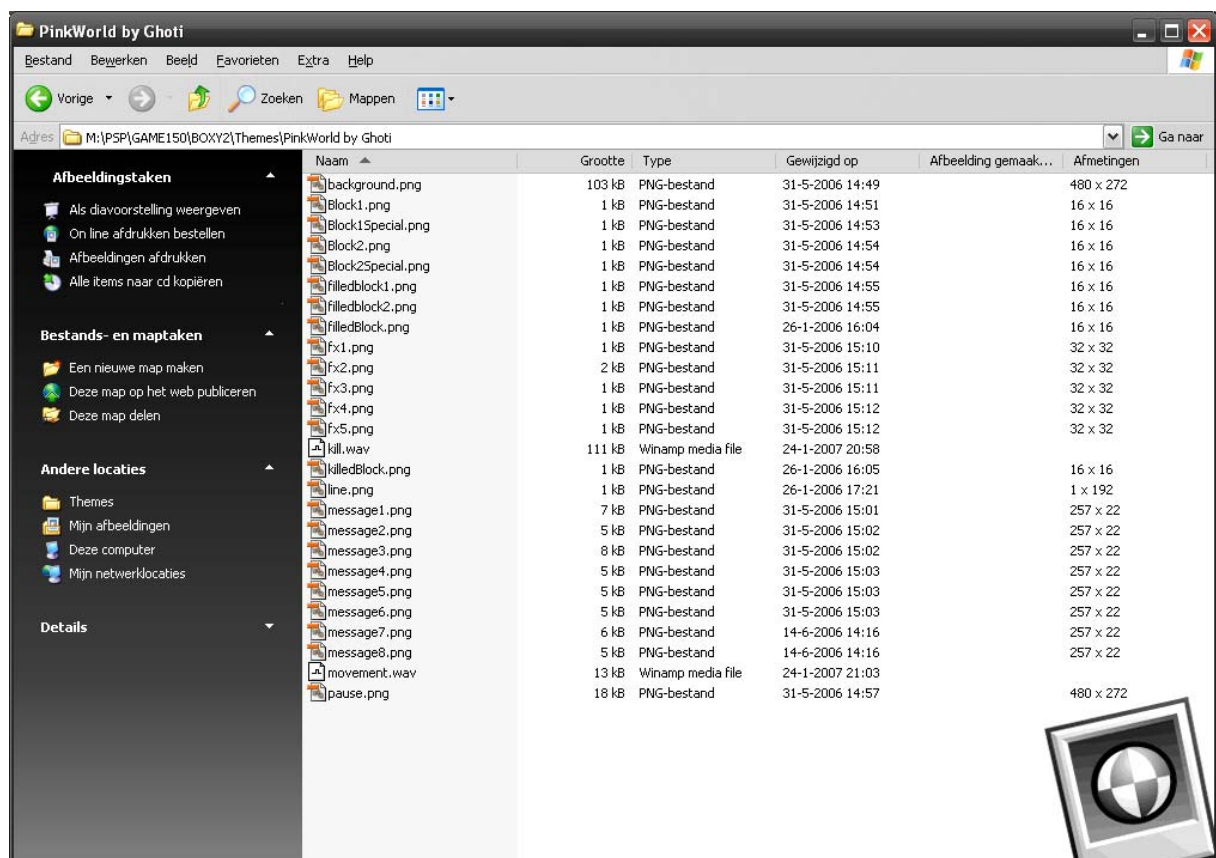


2. When you open the directory you will see a lot of directories as shown in the picture on the right. You see some themes by me and by DJ_Gordon.

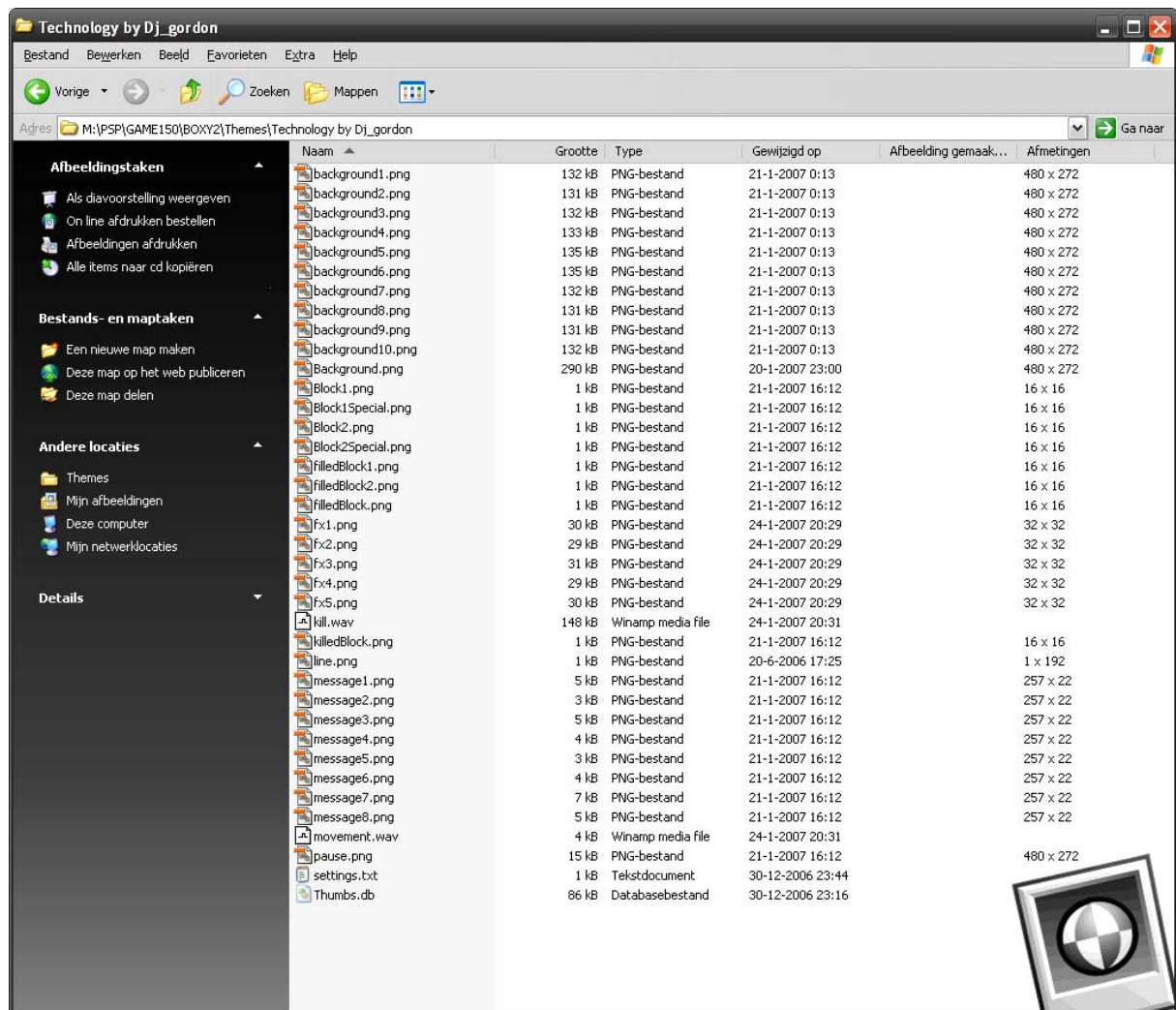


3a. Open the theme directory PinkWorld. As you can see there are a lot of files. PinkWorld is a normal theme. It is not an animated theme. In 3b we open a animated theme directory.

The files that are listed in this directory must be created by you for your custom theme. **Please Note** that the files you create have to be the same name as the files used in one of my themes. You have to make however in step 2 a new directory in which you place your custom files. Also you have to have all files, none must be forgotten!



3b. Well lets open an animated theme directory. As you can see there are a lot of background images extra en a file called “settings.txt”. These background images are cycled through with the speed setting in “settings.txt”. If “settings.txt” is not present then Boxy 2 uses the default value for the speed.



4. Well this step explains every file that is needed and what specifics it has. This will be presented in a table fashion. Some notes of caution: Please do not use other specifications then are listed here or the outcome will be unknown and can cause a crash during runtime or during load time.

Here is the list of files:

Filename	Dimensions	Additional information
Background.png	480x272	<p>This is used as the background in a normal theme. You'll have to be aware that the following information is needed to create a good background:</p> <p><u>Field dimensions:</u> X start: 110 px Y start: 60 px Width: 256 px Height: 192 px</p> <p><u>Next quads:</u> X start:30 px Y start 100 px Width: 32 px Height: 112 px</p> <p><u>Level field:</u> X start: 383 px Y start: 32 px Width: 87 px Height: 25 px</p> <p><u>Time field:</u> X start: 383 px Y start: 92 px Width: 87 px Height: 25 px</p> <p><u>Score field:</u> X start: 383 px Y start: 157 px Width: 87 px Height: 25 px</p> <p><u>HighScore field:</u> X start: 383 px Y start: 222 px Width: 87 px Height: 25 px</p>

Background1.png Background2.png Background3.png Background4.png Background5.png Background6.png Background7.png Background8.png Background9.png Background10.png Background11.png Background12.png	480x272	These files are the same as the normal background with the same dimension only these will be displayed in a cycle at a given speed in the animated themes.
Block1.png	16x16	This is the normal block number 1, these block can hold alpha values.
Block1Special	16x16	This is the special block for block number 1, these can hold alpha values.
Block2.png	16x16	This is the normal block number 2, these block can hold alpha values.
Block2Special	16x16	This is the special block for block number 2, these can hold alpha values.
FilledBlock1.png	16x16	This is the block that marks it to be in a cluster of the same block for Block 1, these can hold alpha values.
FilledBlock2.png	16x16	This is the block that marks it to be in a cluster of the same block for Block 2, these can hold alpha values.
Fx1.png Fx2.png Fx3.png Fx4.png Fx5.png	32x32	These are the deletion special FX. They will be displayed in number order. These can hold alpha values.
Kill.wav		This is the sound file that is played when blocks are destroyed. Some wav files however do not play and crash the game. To find out if one works is just by trial and error. This sound file is optional. If it is not present then a default file will be used.
KilledBlock.png	16x16	This is the block that marks a block for deletion that will be destroyed. These can hold alpha values.
Line.png	1x192	The sweepline

Message1.png	257x22	This message 'All clear bonus!!' You can change this to whatever text you like as long as it is clear to the users what the message is. This file can hold alpha values.
Message2.png	257x22	This message 'Level up !' You can change this to whatever text you like as long as it is clear to the users what the message is. This file can hold alpha values.
Message3.png	257x22	This message 'Single color bonus !' You can change this to whatever text you like as long as it is clear to the users what the message is. This file can hold alpha values.
Message4.png	257x22	This message 'x2 bonus' You can change this to whatever text you like as long as it is clear to the users what the message is. This file can hold alpha values.
Message5.png	257x22	This message 'x4 bonus' You can change this to whatever text you like as long as it is clear to the users what the message is. This file can hold alpha values.
Message6.png	257x22	This message 'x5 bonus' You can change this to whatever text you like as long as it is clear to the users what the message is. This file can hold alpha values.
Message7.png	257x22	This message 'Anti-Gravity mode' You can change this to whatever text you like as long as it is clear to the users what the message is. This file can hold alpha values.
Message8.png	257x22	This message 'Drunken mode' You can change this to whatever text you like as long as it is clear to the users what the message is. This file can hold alpha values.
Movement.wav		This file is played whenever you move a quad. This file is optional. If it is not present a default soundfile will be played.
Pause.png	480x272	This file will be shown when you pause the game. Please remind that text will be displayed on this screen en please do set the pause word at the exact location. (ingame menu will otherwise be displayed incorrectly.

Settings.txt

This file only holds the following data:

speed=value

the value in this case tells how many frames will be skipped before switching to the following background in the animated themes.
