



# Edge Splash Screen Reference Guide

by XGASOFT



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## 1. Welcome to Edge Splash Screen



Thank you for choosing Edge Engine Splash Screen. **Edge Engine** is a fully cross-platform, modular framework built to augment Game Maker Studio with pre-made code and assets that serve as the foundation for a wide variety of game genres. All Edge Engine modules feature creative, human-readable code with helpful notations throughout, making them both powerful and easy to use.

**Edge Splash Screen** (or Edge SS) is an easy, elegant solution for displaying splash screens or other sprite elements with extensible real-time animations in as few lines of code as possible. In this guide you will learn how to create splash screens of your own with the absolute minimum amount of code as well as how to use the extras included in Edge SS to go above and beyond the bare minimum experience for even better results.

## 2. Buy Now(<https://marketplace.yoyogames.com/assets/1379/splash-screen-edge-engine>)

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## 4. What's New

v1.6.0

- Removed use of views in favor of using GUI for positioning
- Removed use of manual IDs in favor of automatic IDs
- Updated `edgess_draw_splash_ext` to use relative input values, allowing for manipulation of effects
- Use of `edgess_end_splash` is now mandatory
- Performing an event in `edgess_end_splash` is now optional



- Minor improvements to code

#### v1.5.4

- Renamed `edgess_prepare_splash` to `edgess_init_splash` for clarity and consistency with other modules
- Updated documentation to new format

#### v1.5.3

- Added option to set the view to be used for drawing splash screens
- Hidden cursors are now unhidden at the end of `edgess_draw_splash`—no more `edgess_end_splash` necessary!
- Minor additional improvements

#### v1.5.1

- Hiding the mouse cursor is now optional

#### v1.5

- Total rewrite! New syntax, richer functionality, improved simplicity
- Scripts are now uniform with other Edge Engine modules
- Extensible effects system added to replace animation presets

#### v1.1

- Added `draw_splash_skip` script
- Added animation presets

#### v1.0

- Initial release

## 5. Overview

Using Edge Engine Splash is designed to be as simple as possible. In its most basic form, all it takes to make a



splash screen with Edge Engine Splash is *three lines of code*. On the other hand, more advanced users will be happy to find that a wealth of manual controls are also available, making Edge Engine Splash a very elegant and versatile solution for opening splash screens, titles, or other in-game elements in need of an easy-to-use, smooth fading animation. As of version 1.5 multiple splash screens can even be strung together without intermediary code, and any action can be executed when a string of splash screens is completed. To learn how, refer to the reference guide to follow.

## 5.1. animate\_sprites(speed)

```
animate_sprites(1);
```

The `animate_sprites` script is a simple method of animating all animatable sprites in the object running the script. It has only one argument, **speed**, which generally will need to be set to 1 for proper animation. This value is automatically adjusted so that sprites always animate at the same given speed regardless of room speed. There is no need to input one speed for 30 FPS and another for 60 FPS.

For drawing different sprites at different speeds, simply run the script once for each directly prior to drawing. It is also worth noting that the sprite speed can be set to a variable to achieve some interesting effects, such as accounting for fluctuations in framerate with delta time.

Note that this script must be run in either the Step or Draw event to function.

Note (see note under `edgess_draw_splash_ext`): This script currently does not support HTML5. To animate sprites in HTML5, create a new variable of your own (e.g. `frame_index = 0;`) in an object's Create event, and then replace every usage of `image_index` in Edge SS scripts with your own variable. This can be easily achieved with Game Maker Studio's script search function, found from the program menu under Scripts > Search in Scripts..., or by pressing Shift + Ctrl + F on your keyboard and searching for `image_index`. Double-clicking on search results will open the script at the location where `image_index` occurs, and you can easily replace it with your own variable by using the search-and-replace function from the script editor, opened with Ctrl + F. This process is necessary due to a bug in the Game Maker Studio HTML5 export module that is beyond Edge Engine's control.

## 5.2. edgess\_init\_splash(view)

```
edgess_init_splash();
```

As in the name implies, this script initializes an object for drawing splash screens. As of version 1.5 it is necessary to run this script in the Create event of an object before running any splash screen drawing scripts.

`edgess_init_splash` initializes the needed variables for new versions of Edge SS. As of version 1.6 it is no longer necessary to specify a view to draw in this script, as Edge SS uses the GUI to determine drawing dimensions automatically.

In the most basic two-line execution of Edge SS, this is the first of three lines of code to run.

## 5.3. edgess\_draw\_splash(id, sprite, fade in, pause, fade out, hide mouse)

```
edgess_draw_splash(spr_splash, 2, 3, 4, true);
```

Draws a **sprite** as a splash screen with automatic positioning and custom **fade in**, **pause**, and **fade out** times, in seconds. The mouse cursor can optionally be hidden with the **hide mouse** parameter, a true/false argument where 'true' equals hiding the mouse. The mouse will automatically be unhidden when the splash screen is complete.



In the most basic three-line execution of Edge SS, this is the second of three lines of code to run. As an alternative, see `edgess_draw_splash_ext`.

#### 5.4. `edgess_draw_splash_ext(id, sprite, fade in, pause, fade out, image_index, xoffset, yoffset, xscale, yscale, rotation, hide mouse)`

```
edgess_draw_splash_ext(spr_splash, 2, 3, 4, -1, 0, 0, 1, 1, 0, true);
```

Draws a **sprite** as a splash screen with a host of manual parameters in addition to the standard custom **fade in**, **pause**, and **fade out** times, in seconds. The **image\_index** parameter sets which frame in an animated sprite to display as the splash screen. A value of `-1` or simply `image_index` will display the current frame in the animation as animated by the `animate_sprites` script. Next, the **xoffset** and **yoffset** values specify the coordinates at which to display the splash screen, or the amount to offset the coordinates set in a splash animation (if any). Similarly, **xscale** and **yscale** set the horizontal and vertical scale multipliers for the sprite being drawn, where a value of `1` equals 100% size. Lastly, the mouse cursor can optionally be hidden with the **hide mouse** parameter, a true/false argument where 'true' equals hiding the mouse. The mouse will automatically be unhidden when the splash screen is complete.

In the most basic three-line execution of Edge SS, this is the second of three lines of code to run (as an alternative to `edgess_draw_splash`).

Note (see note under `animate_sprites`): This script mitigates an HTML5 bug by allowing direct access to the `image_index` variable. To use this feature, create a custom variable of your own (e.g. `frame_index = 0;`) and in the Step or Draw event set this variable to increase by 1. Adjusted for room speed, this would be: `'frame_index += (30/room_speed);'` Then set the **image\_index** parameter of `edgess_draw_splash_ext` to your custom variable, and the sprite should animate on HTML5 platforms.

#### 5.5. `edgess_splash_effect(id, effect)`

#### 5.6. `edgess_end_splash(id, event_type, event_number)`

#### 5.7. `edgess_skip(mode)`

```
edgess_skip(0);
```

Skips the current splash screen in one of two **modes**: 'soft' skip, or 'hard' skip. A 'soft' skip is noted as a `0` and will fade the splash screen out gracefully, whereas a 'hard' skip is notated as a `1` and will instantly cut to the next splash screen or `edgess_end_splash`. This script is intended for use in global mouse, keyboard, and gamepad input events, and must either be local to the object drawing splash screens or applied to the object via a 'with' statement.



## 6. Edge Engine Logo Usage Info

Included with Edge Engine Splash Screen is an example splash object featuring the Edge Engine logo.

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