

LIVE WALLPAPER CREATOR

(Patent Pending)

STEP 3:
CREATE A NEW LIVE
WALLPAPER

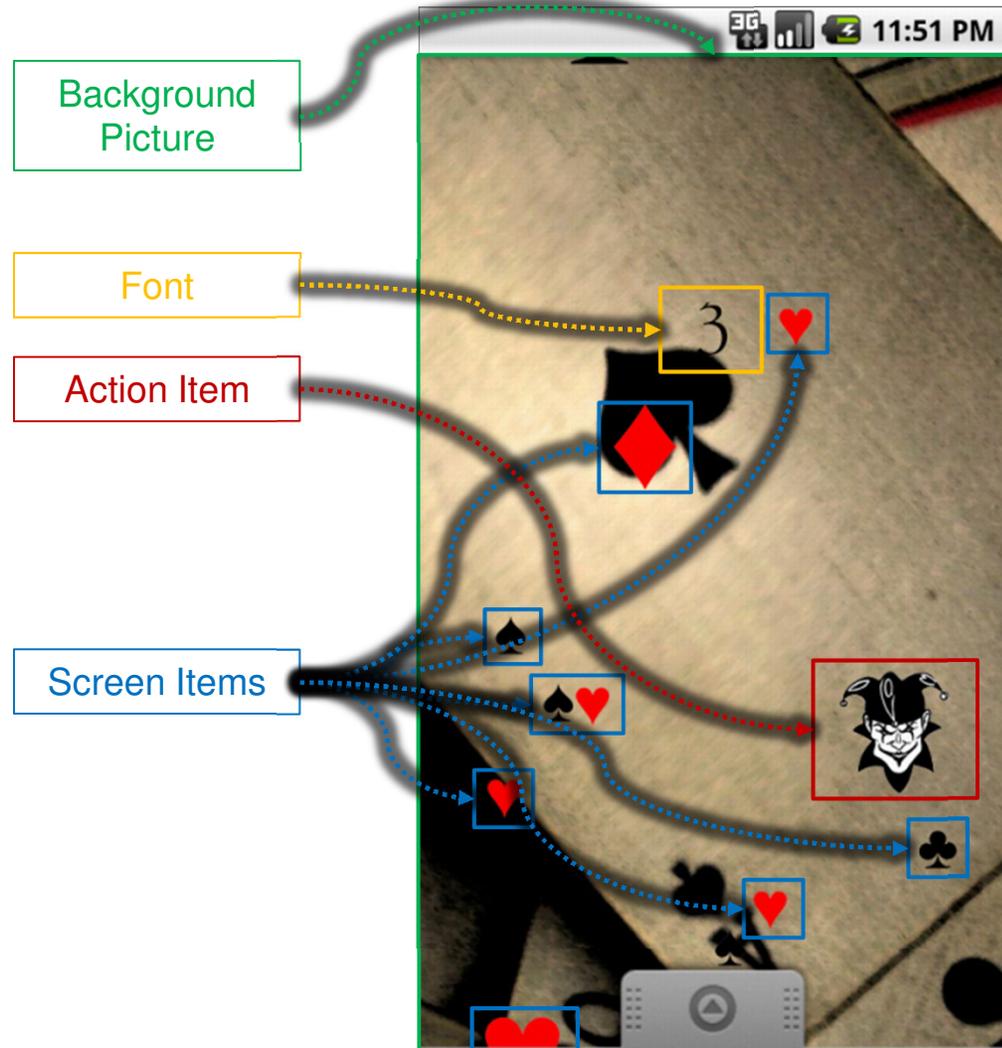
http://www.youtube.com/watch?v=39_EAEsvd1c

Prerequisites

- Before you make a live wallpaper, you will need to provide content for it.
- The LWP Creator uses 4 content elements:
 1. Background Picture.
 2. Screen Items.
 3. Action Items.
 4. Fonts.
- All content elements need to be placed in their respective folders prior to use.
- For this tutorial, we included some content in the package. But you will need to provide your own content for your own projects.

Prerequisites (cont.)

1. A **Background Picture** is a JPG image. It is essentially the canvas for your live wallpaper.
2. **Screen Items** are PNG images. These items will be moving in the specified direction. Users will be able to interact with these items by tapping on them on their screens.
3. **Action Items** are either TrueType Fonts (TTF) or PNG images. These items will appear after the user has tapped on the screen items.
4. **Font** based elements are TrueType Fonts (TTF). They are used for the background counter, action streak notices and action items (optional).

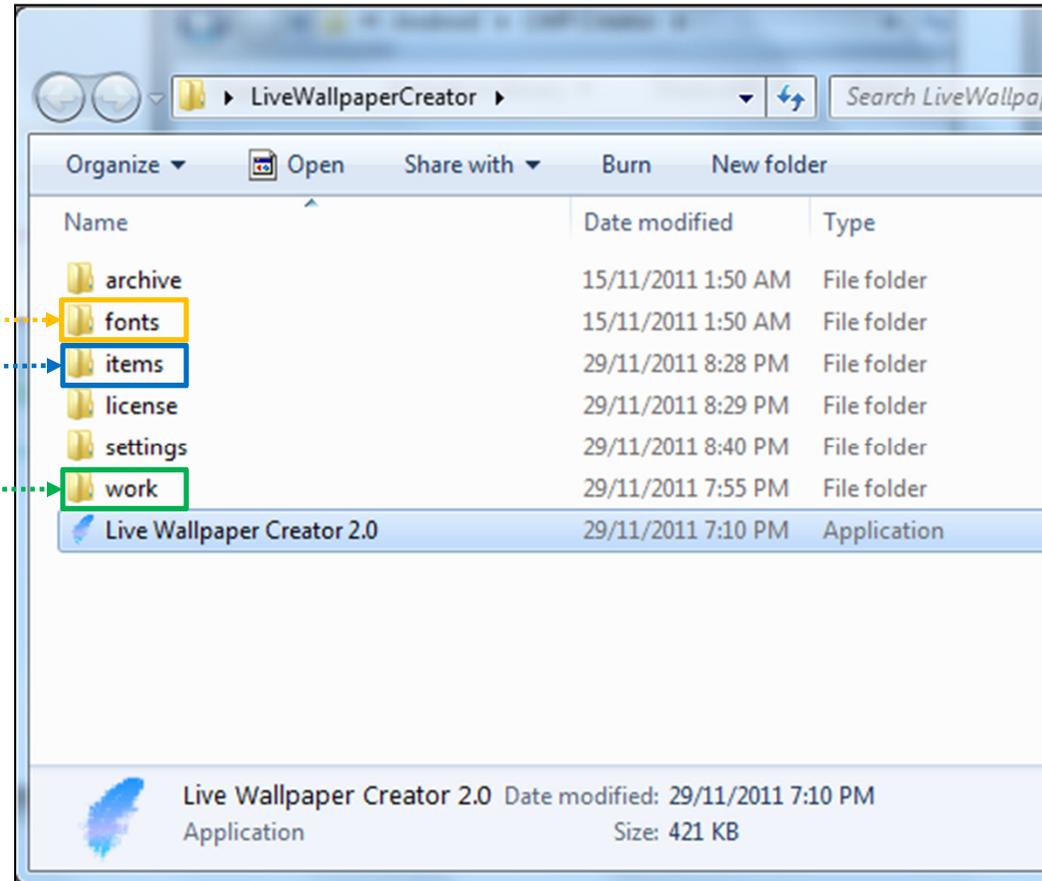


Folder Structure Legend

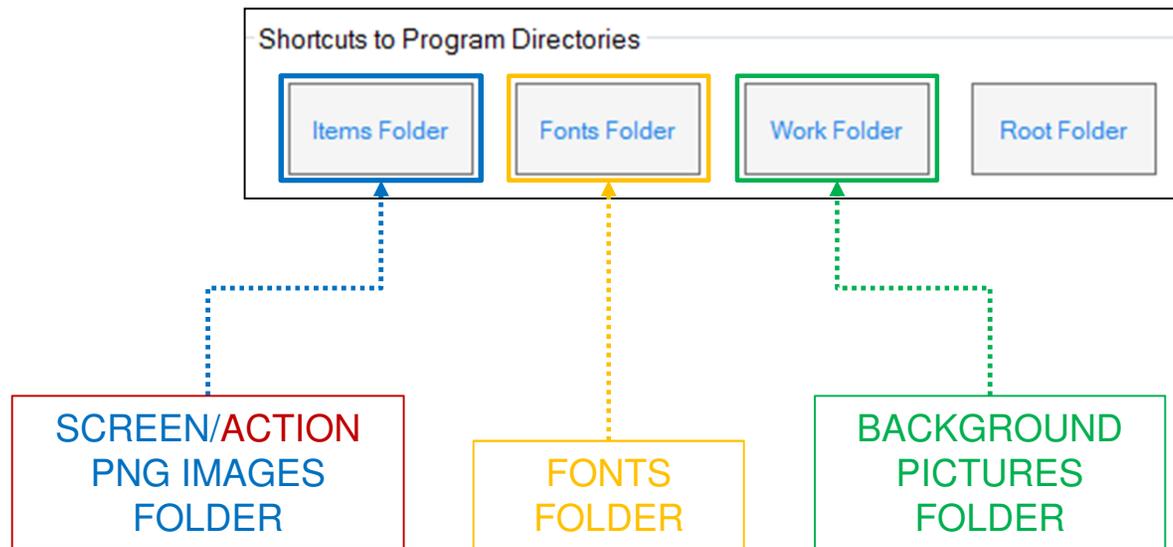
ALL FONTS GO HERE

SCREEN/ACTION PNG
IMAGES GO HERE

BACKGROUND PICTURES
GO HERE



Accessing the Content Elements Folders/Program Directories



Go to the [Tools & Settings](#) tab to access the [Shortcuts to Program Directories](#)

Background Picture

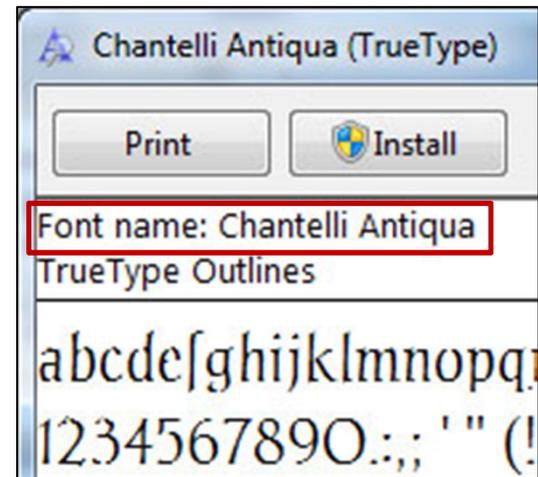
- A background picture must be in JPG image format and 1080x960 pixels or larger. In order to see the whole picture on the phone, the user will naturally have to swipe pages to the left and to the right on their devices.
- A good practice is to select background pictures that are more square than wide-screened, so that when you crop the picture, you don't lose too much content.
- You may use the sample picture we included, or use your own.

Screen Items

- Screen items must be in PNG image format.
- We recommend scaling these images to around 100x100 pixels, but this size is by no means set in stone.
- You can create subfolders or use existing ones in the **items** folder, and catalogue your images into those subfolders. Placing images directly into the **items** folder will not be recognized by LWP Creator.
- You may use the sample items we included, or use your own.

Action Items

- Action items can either be PNG images, or a single TrueType Font (TTF). You may also have both present in one project.
- If you choose to go with PNG images, then they follow the same rules as screen items.
- If you choose to go with a TTF, then you must place the font in the **fonts** folder. You also have to make sure the file name of the font matches the actual name of the font.
- To check the name of the font, simply double-click on the file and check the name in the top left corner.
- For font preview to function in LWP Creator, you must also install the font.



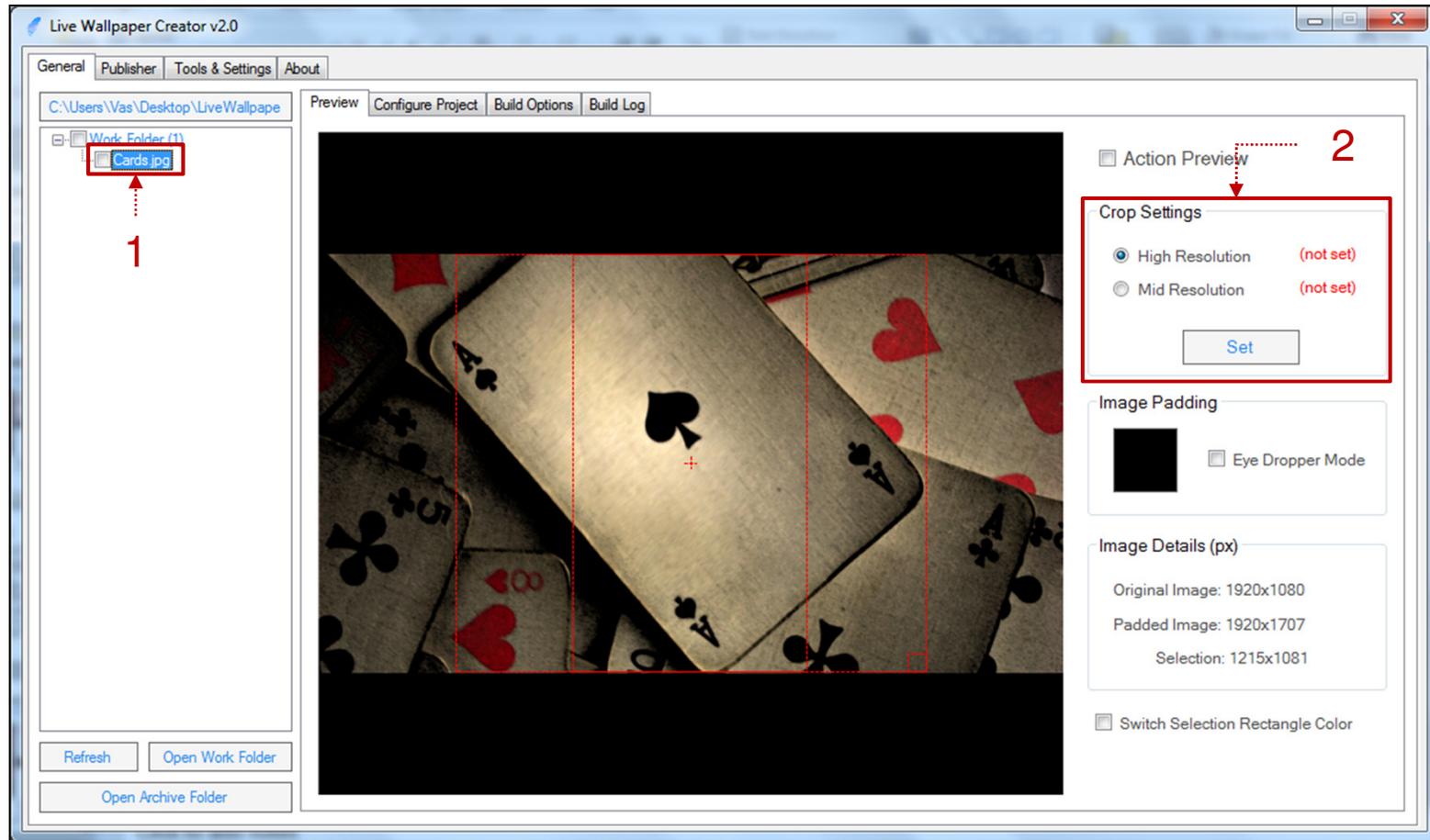
Fonts

- As mentioned before, fonts have to be TTF.
- You may use as many as 3 fonts in one project.
- You may use the same or different fonts for:
 - 1) Action items.
 - 2) Action streak.
 - 3) Score counter.
- You may use the sample font we included, or use your own.
- Ensure that the font file names match the font names, and place them in the **fonts** folder.

Making a Live Wallpaper

- Once all the elements are in place, you are ready to start making your live wallpaper.
- If some of the elements are not showing up in LWP Creator, try clicking the refresh buttons, or restarting the application.
- The navigation pane will show the file names of all the background pictures that are located in the working folder. Select the one you want, and it will be loaded into the **Preview** tab within the workspace area.
- Once the picture is loaded into the workspace, you have to set the **High Resolution** and **Mid Resolution** crop sizes in the controls pane.

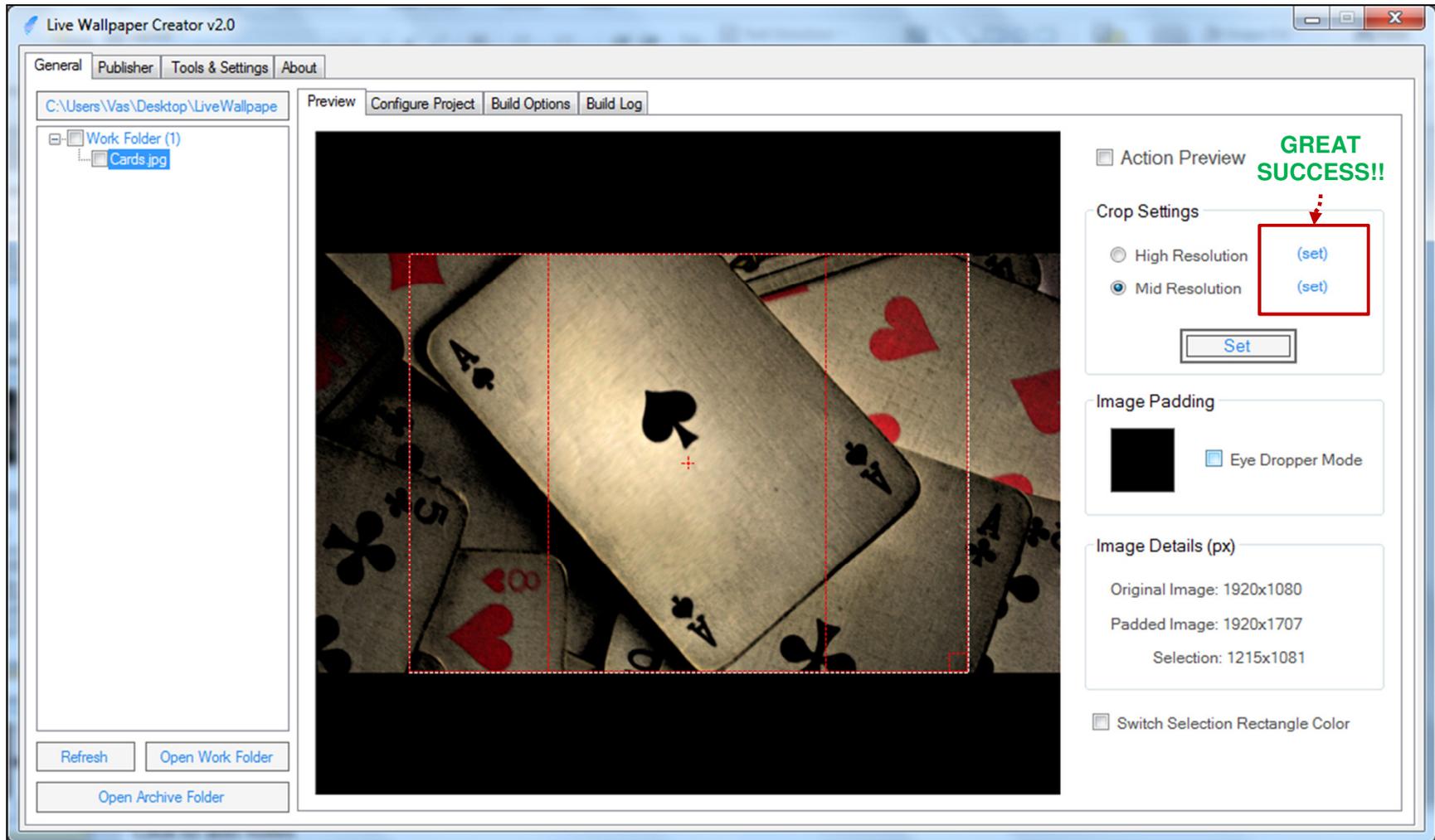
Making a Live Wallpaper (cont.)



Cropping

- Once the picture is loaded into the workspace, you will see a red rectangular frame. This frame gives you a rough idea of how the picture will be split up on the phone. The center is marked with a +.
- You can move the frame around, by left-clicking on it and holding it as you move your mouse around. If you right-click and hold, the frame will only move horizontally.
- To resize the frame, you can right-click on the little box in the bottom left corner of the frame, and drag it to your desired size.
- The cropper will retain the aspect ratio during the resizing.
- If after resizing you find that the frame is bigger than the picture, LWP Creator will automatically create padding to make up for the extra pixels.
- You may choose which colour you want to use for padding by clicking on the colour box and choosing your own colour, or selecting the [Eye Dropper Mode](#) and picking a colour from the picture.
- Once you have settled on the size of the frame, click [Set](#). If successful, the status will change from **not set** to **set** beside the resolution you configured. You have to set both crop sizes in order to make a live wallpaper.
- Once the crop sizes are set, a white frame will appear indicating the area that you will be cropping. The white frame can't be moved or resized.
- If for some reason you cannot see the crop frame, you can check the [Switch Selection Rectangle Colour](#) box, to change the colour of the crop frame.

Cropping (cont.)



Setting Screen/Action Items

- Now you need to set the screen and action items. To do that, click on the [Configure Project](#) tab.
- You should now see the [Items](#) tab, which has the following configurable settings:
 1. [Action Style](#). The action items can be set to either text, image, both, or none (this will turn off screen and action items).
 2. [Disable Interaction](#). This will disable user interaction, by turning off action items.
 3. [Item Count](#). The number of screen items that can be present on the screen at the same time. Basically, the number of moving items.
 4. [Action Streak](#). The number of consecutively successful taps required by the user to display a streak notice.
 5. [Action Field](#). Text that will appear once a user successfully taps on a screen item. If you want to use more than 1 phrase, you have to separate them with a comma.
 6. [Screen Items](#). Images that will be used as screen items.
 7. [Action Items](#). Images that will be used as action items.
 8. [Image Library](#). All the images that LWP Creator found in its [items](#) folder and subfolders.

Items Controls

This is where you name your application. This name will also be referenced by the `%APPNAME%` variable used in the company description text.



Left-click on an image to add it as a screen item

Right-click on an image to add it as an action item

If you want to remove a screen or an action item, right-click on it

To see a mock preview of your live wallpaper, go to the [Preview](#) tab, and click [Action Preview](#)

Setting up Fonts

- Configure the fonts by clicking on the **Fonts** tab.
- There are 3 fonts that you can modify:
 - a) **Action Text Font.**
 - b) **Action Streak Display Font.**
 - c) **Background Counter Font.**
- You can select the font that you like from the drop-down menus. You can also change colours of the fonts by clicking on the coloured boxes.
- Font size values are percentages. **Action Text Font** and **Action Streak Display Font** are relative to the size of the screen items, whereas **Background Counter Font** is relative to the height of the background picture.

Fonts Controls

Items

Speed & Direction

Fonts

Make sure to check the Preview tab to see how your font settings look. [Refresh / Preview Fonts](#)

Action Text Font

Chantelli Antiqua

Size: 50

■

ABCDEFGG

Action Streak Display Font

Chantelli Antiqua

Size: 50

■

ABCDEFGG

Background Counter Font

Chantelli Antiqua

Size: 50

■

ABCDEFGG

In order to preview the fonts, they must first be installed on your PC.

Speed and Direction Settings

- You can modify the speeds and direction in which the items will be moving.
- Once the live wallpaper is built, the user will be able to select between 4 speeds:
 1. **None.** (items will not appear on the screen)
 2. **Slow.**
 3. **Standard.**
 4. **Fast.**
- Speed settings are percentage values relative to the screen height of the device, which the application is installed on, PER second. For a more detailed explanation, refer to the [Speeds and Direction](#) tab.

Speed and Direction Controls

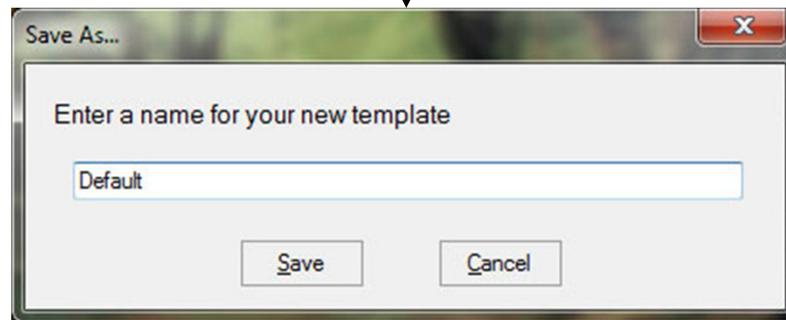
Items	
Speed & Direction	<p>Select the speeds at which Screen Items will move. Speed values are given in (percent of screen height/second). For example a value of 50 indicates that an Item will move half the screen height in one second. Values greater than 100 also work. Enter as many comma separated integer values for each speed type as you want.</p> <p>Slow <input type="text" value="20, 30, 40"/></p> <p>Standard <input type="text" value="50,60,70"/></p> <p>Fast <input type="text" value="80,90,100"/></p> <p>Select the direction in which you want screen items to move. The user will be able to change direction in the settings of the live wallpaper, but this options will be preset by default.</p> <p><input type="radio"/> Up <input type="radio"/> Left <input checked="" type="radio"/> Down <input type="radio"/> Right</p>
Fonts	

We encourage you to play around with the speed settings. For example a speed setting of 20,60,100 gives a very cool effect to some live wallpapers.

Saving Templates

You may save this template if you wish.

1. Click on [Menu](#) and then [Save As....](#)
2. You will be prompted to choose a name.
3. Once saved, you will be able to select the template from [User Templates](#).



Save and Build

- Once you have finished designing your live wallpaper, give it a name via the [Live Wallpaper Name](#) text field, and click [Save Project](#) in the top right corner of the [Configure Project](#) tab. You will notice that the name of the project turned changed and turned [green](#).
- You are now ready to compile your application.
- In the navigation pane, right-click on the project and click [Build](#). You may also go to the [Build Options](#) tab and click [Build All](#) if you want to build all your projects, or click [Build Checked](#) if you want to build only some of your projects. Additionally, you can increase the version of the application, in case you want to update your existing application (not in this tutorial).
- You will be prompted to enter the alias and password for the key relative to the build options you selected. In this tutorial, the alias is [demonstration](#) and the password is [demonstration](#).
- Enter the requested information, click [Build](#) and watch LWP Creator compile your live wallpaper.
- LWP Creator is designed to create a [Full version](#) and a [Free version](#) of each project:
 1. [Free \(or Demo\) version](#) only comes with 1 speed (slow) and 1 direction (default). The user also cannot change any settings. The settings menu informs the user to obtain the full version to access the rest of the features.
 2. [Full version](#) does not have any limitations.
- If there are any errors while compiling the live wallpapers, an error message will come up.
- Once LWP Creator has finished compiling the applications, you may access them by clicking on the [Open Archive Folder](#) button at the bottom of the navigation pane. This will open the archive folder.

Build Options

Build settings apply to all application currently being built.

Company:

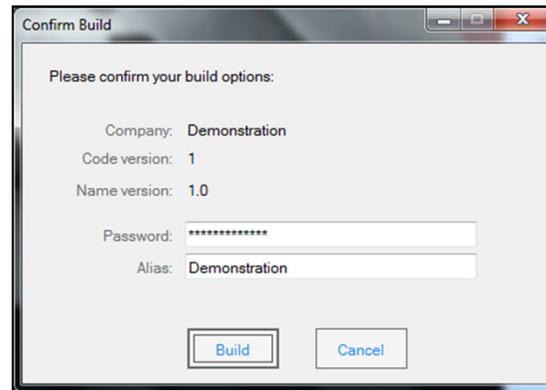
Code Version:

Name Version: .

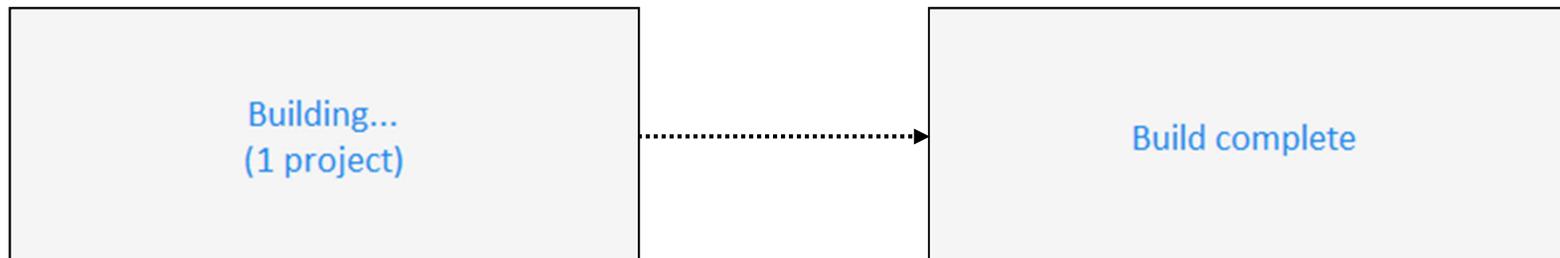
Checked: 0

- You can switch company profiles if you wish. Make sure you use the right password/alias combination for when you build your applications.
- To properly update your application, you must increase both **Code Version** and **Name Version** by at least 1.

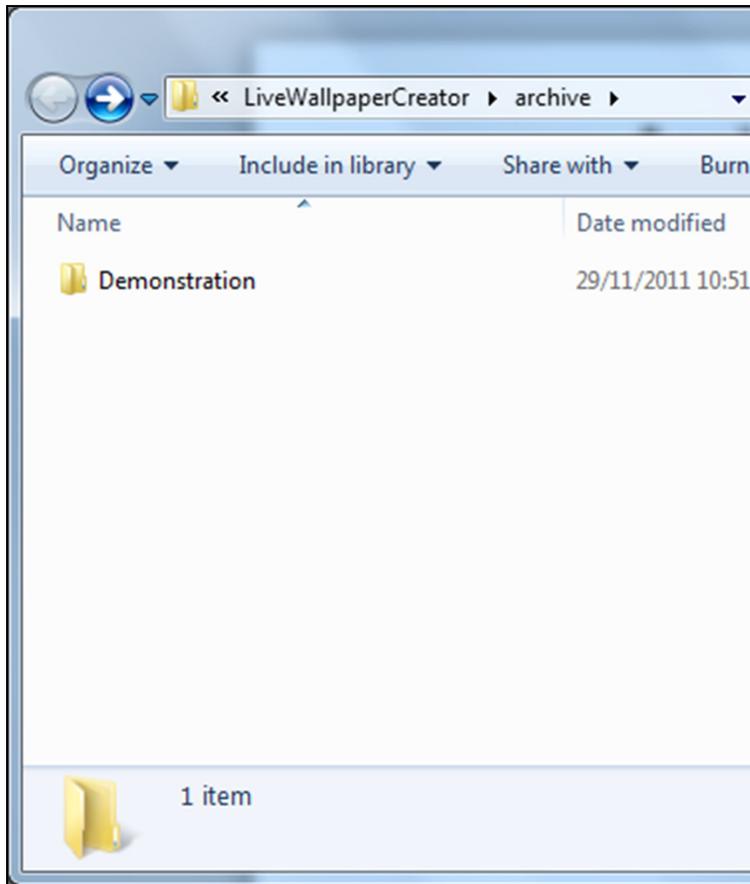
Building Process



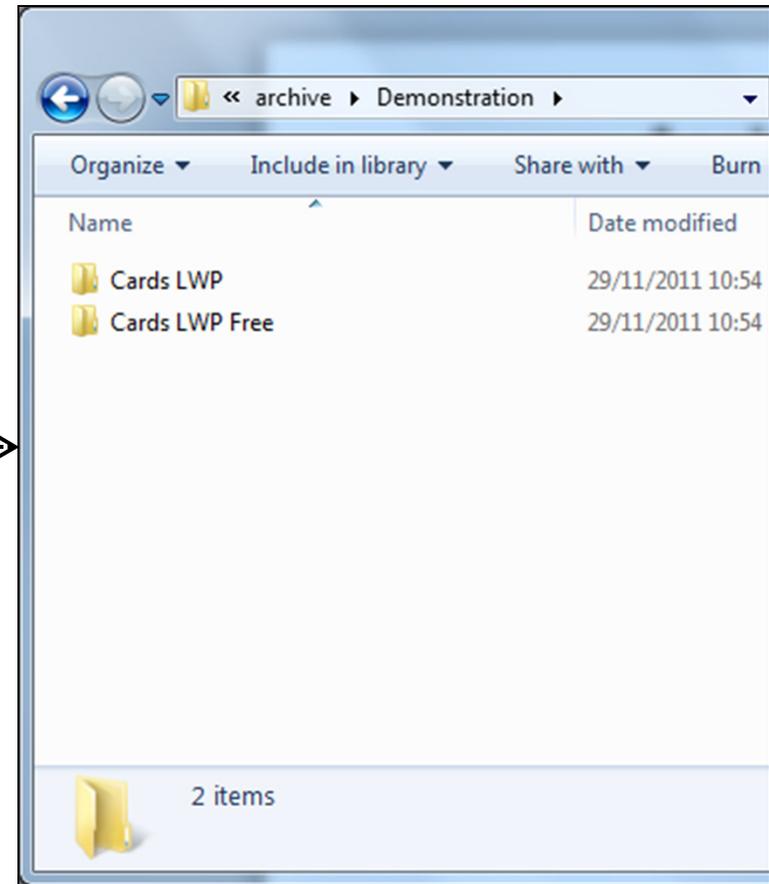
Type in the password and alias you used to create your company key, and click **Build**.



Archive Folder



VOILA!!



Overview Checklist

- You have found all content elements and placed them in their corresponding folders
- You have set both crop sizes and named your project
- You have picked and configured your screen and action items
- You have set the fonts
- You have set the speeds and direction
- You have saved and built the application

CONGRATULATIONS!

You have completed the third step to creating your own Live Wallpapers!

MOVE ON TO STEP 4!

Test your live wallpaper and create screenshots.

Live Wallpaper Creator

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