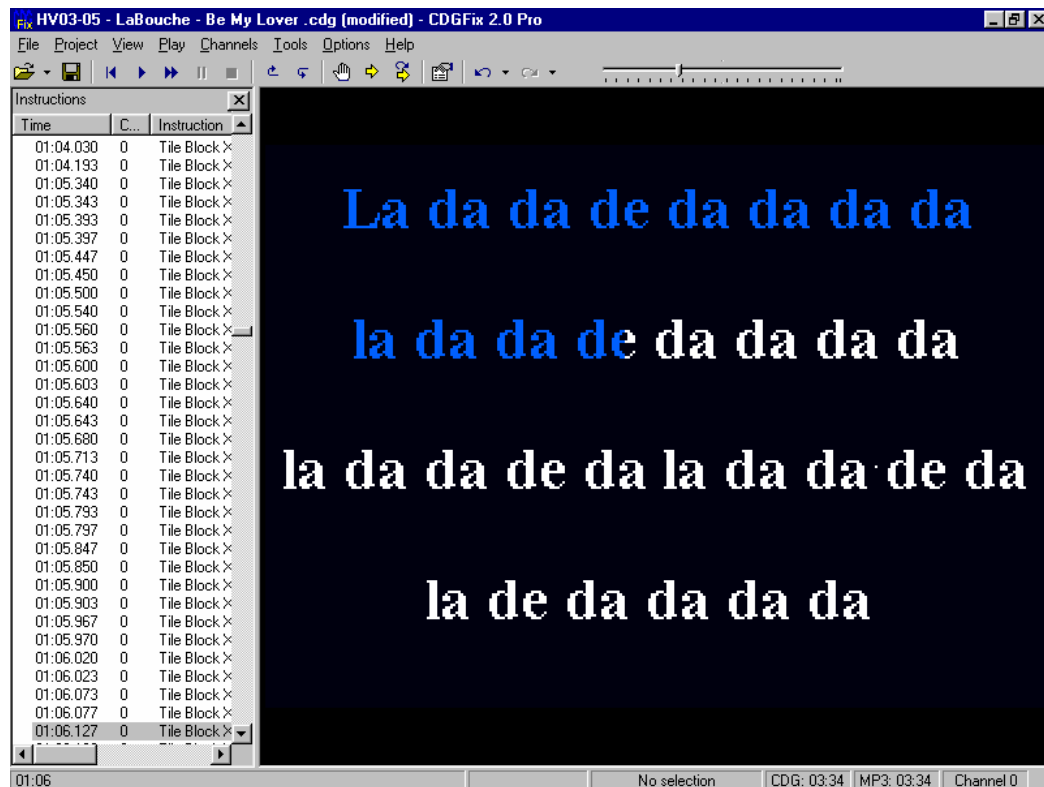


CDGFIX 2.00 Basic Tutorial

Listed below are the most common of errors encountered with a cdg file and the ways to go about repairing them. This is basically just a guide and will require a little bit of knowledge and common sense to use. Here are the list of keys you will commonly use for CDGFix.

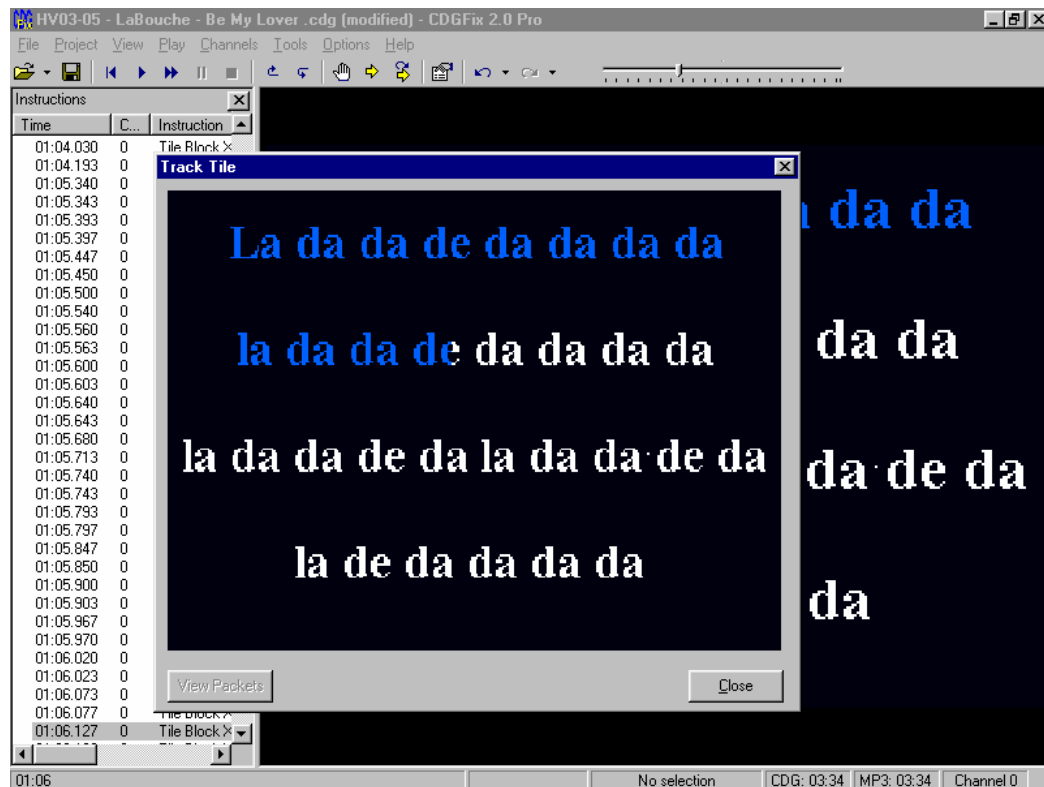
F5 = Play
F4 = Pause
F6 = Stop
F8 = Go Forward (Frame By Frame)
Shift & F8 = Go Back 1 Frame
Ctrl & F9 = Select Current Tile Block
F2 = Edit Selected Tile Block
F3 = Selection Start & End
F9 = Toggle Breakpoint
Shift, Ctrl & F1 = Switch To Full Screen Viewing
Shift & F2 = Load Hex Editor
Shift & F4 = Close File
Shift & F9 = Clear All Breakpoints
Ctrl & T = Select Track Tile Function
Ctrl & R = Recover Packet
Ctrl & S = Scan File
Ctrl & M = Delete Packet
Ctrl & I = Change Instruction
Ctrl & O = Open File
Ctrl & S = Save File
Ctrl & P = Print File
Ctrl & N = Start New Project
Ctrl & Q = Open Project
Ctrl & F = Search For Instruction
Ctrl & G = Search For Unknown Instruction
Ctrl & H = Search For Channel
Ctrl & C = Change Channel
Ctrl & W = Load Current Project
Ctrl & F7 = Load Files To A Project
Ctrl & F8 = Load Folder To A Project
Ctrl & B = View Border
Ctrl & A = View All Packets
Shift Ctrl & F5 = Fast Forward
Alt & Backspace = Rewind To The Start

1. Graphic Errors

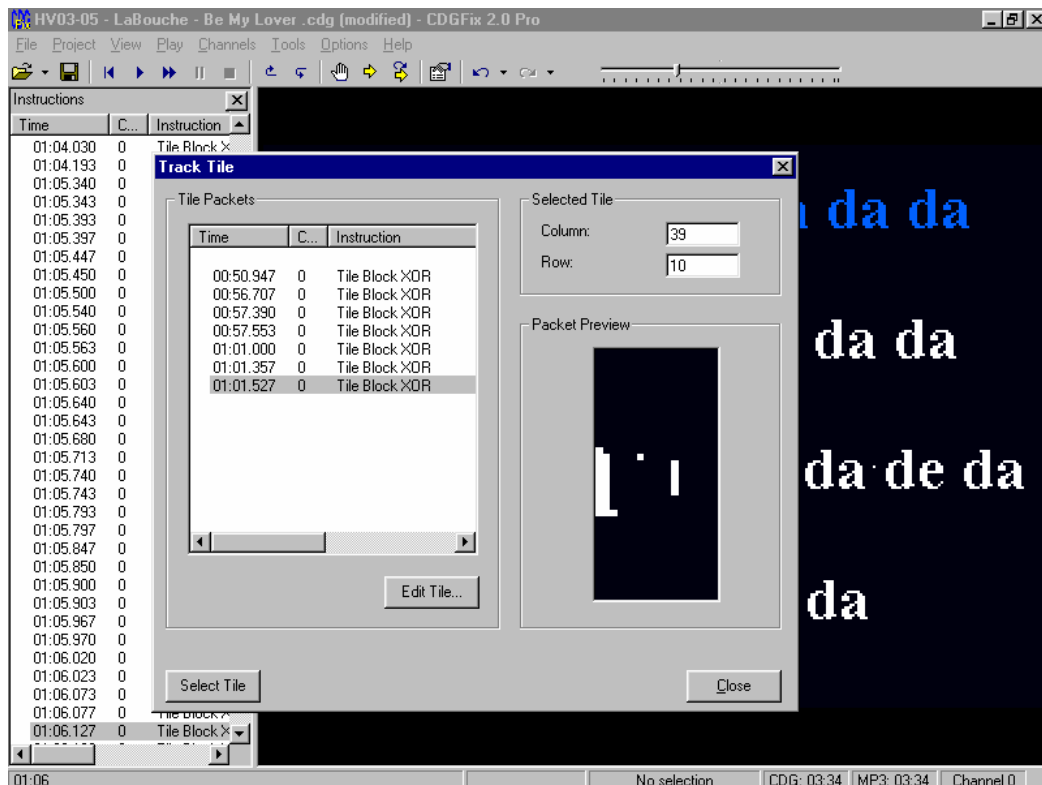


As you can see there is a small white dot on the 3rd line of wording. To fix this error follow these steps

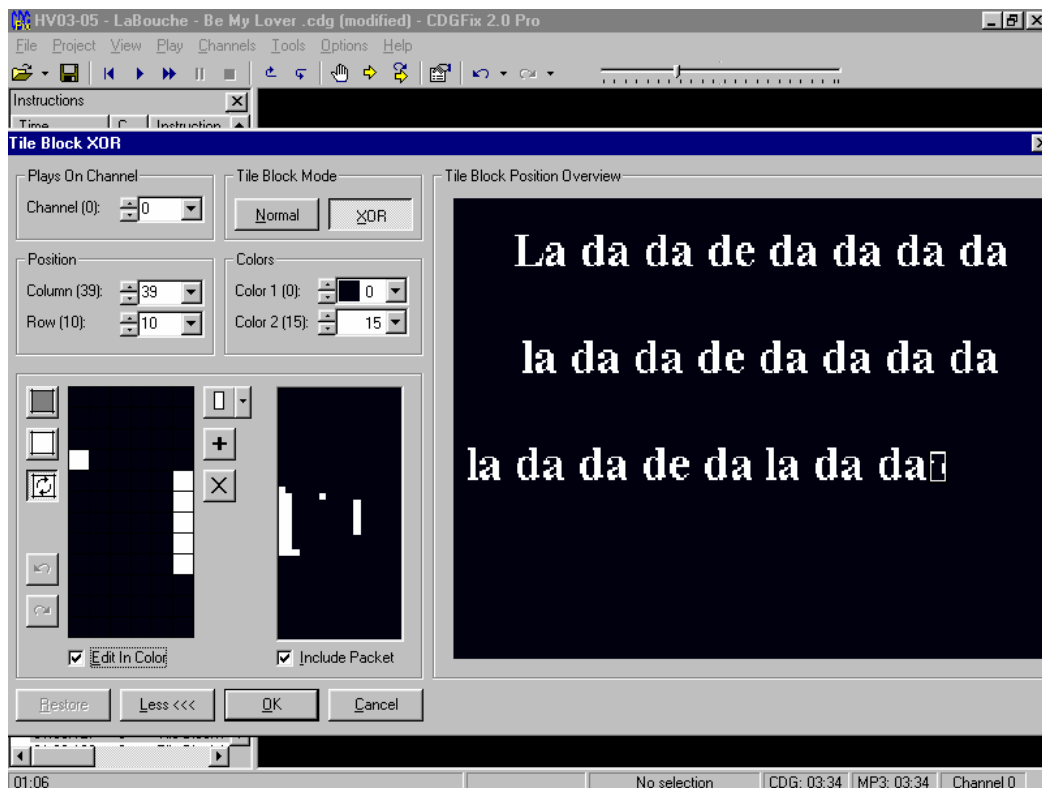
1. Play the file and when you see the error press F4 to pause
2. Now Press Ctrl & T to bring up the tracktile Window.



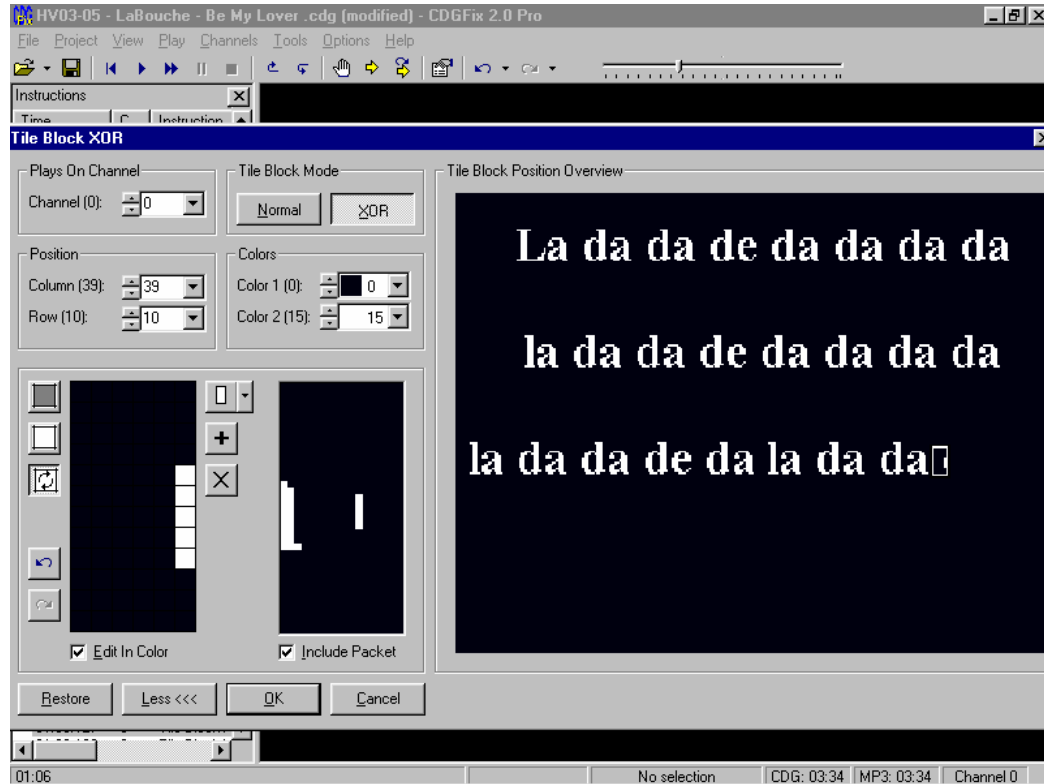
Now you will see the track tile Window appear.
All you need to do now is to move the mouse to where the block which
contains the error is located and click.



Now press the Edit Tile button which will take you to the edit screen.



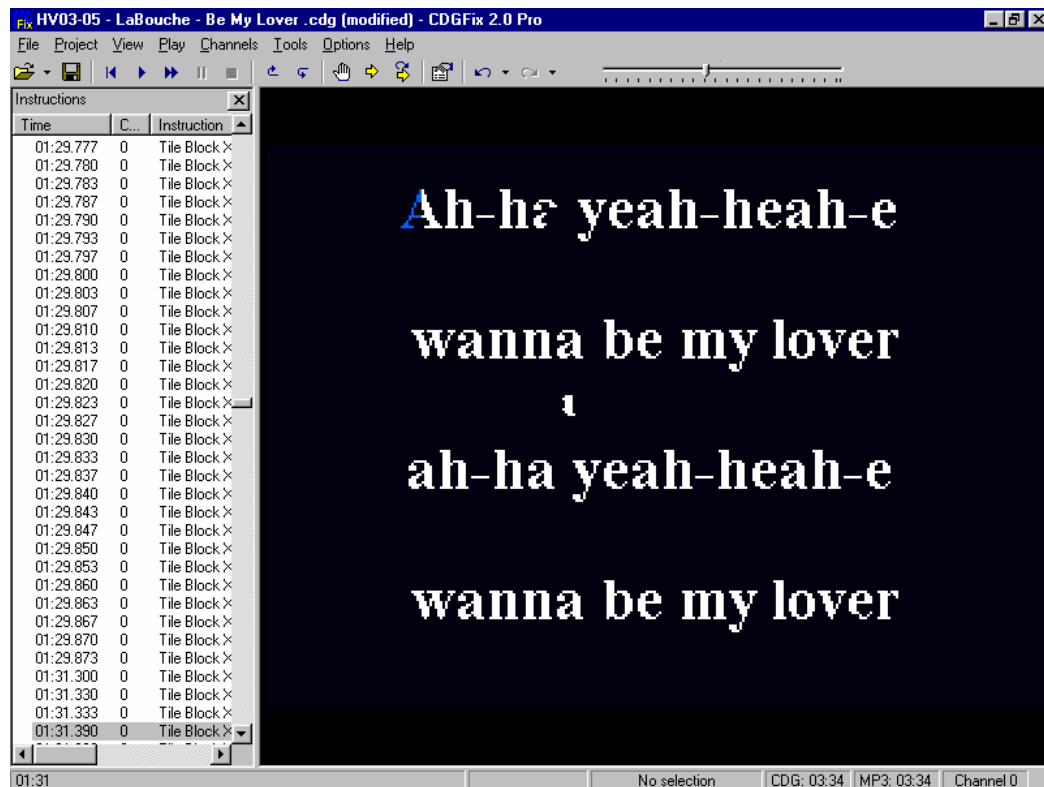
Now you see where the error is. With the mouse, goto the left hand window and click on the white dot. It should then be removed as below.



Press OK. Then Close the Track tile Window and the error will have been removed.

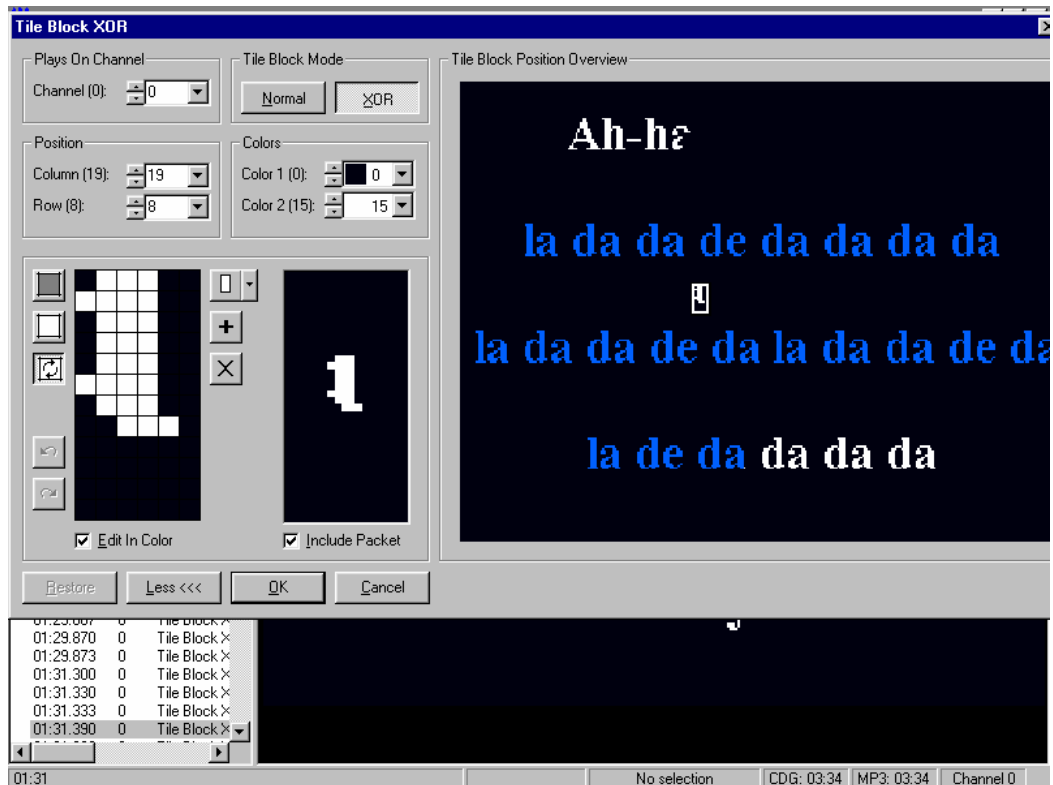
2.Misplaced Graphics

Hopefully now you have grasped that, we'll attack these types of errors. These happen when the grid location byte gets messed up. Here's an example.

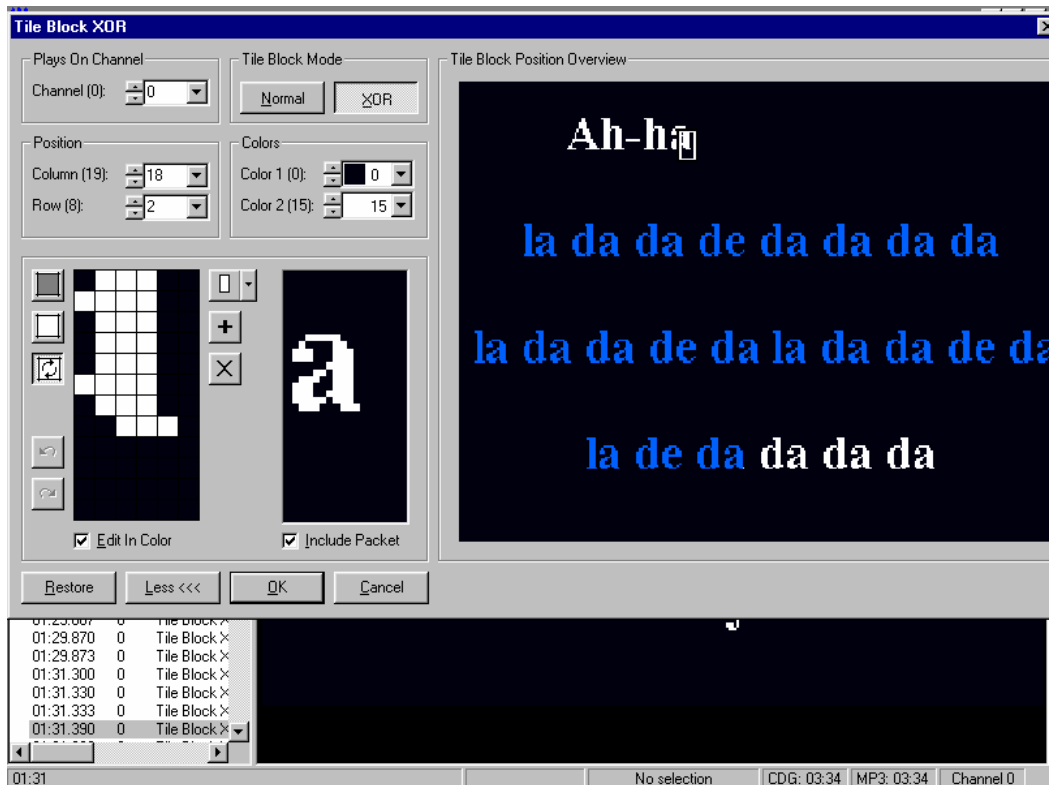


As you can see, Part of the a is in the wrong location, to repair this follow these steps.

1.As like the first error, Press Ctrl & T and select the Block that is in the wrong postion. Select edit tile and you should get this screen.



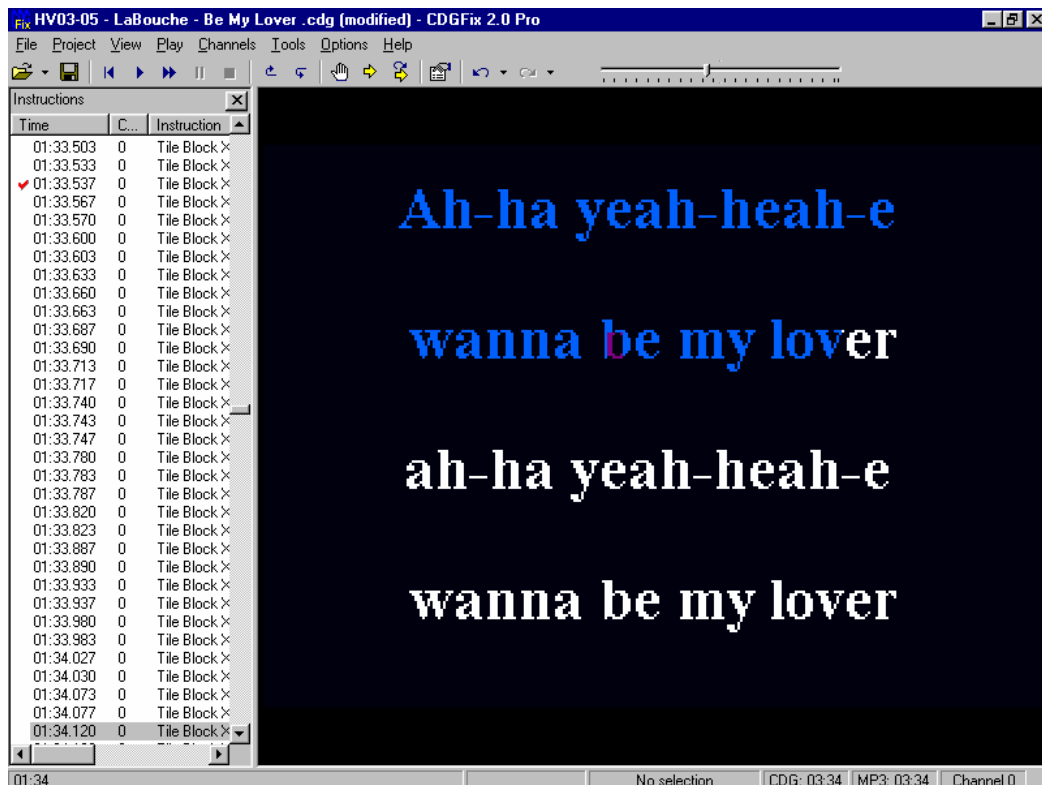
Now instead of editing the boxes , you need to change the location of the block (in this case the row need changing). The column goes across and the row goes down.To do this just use the mouse on the large screen and click where the word should be.A bit like fitting a piece into a puzzle



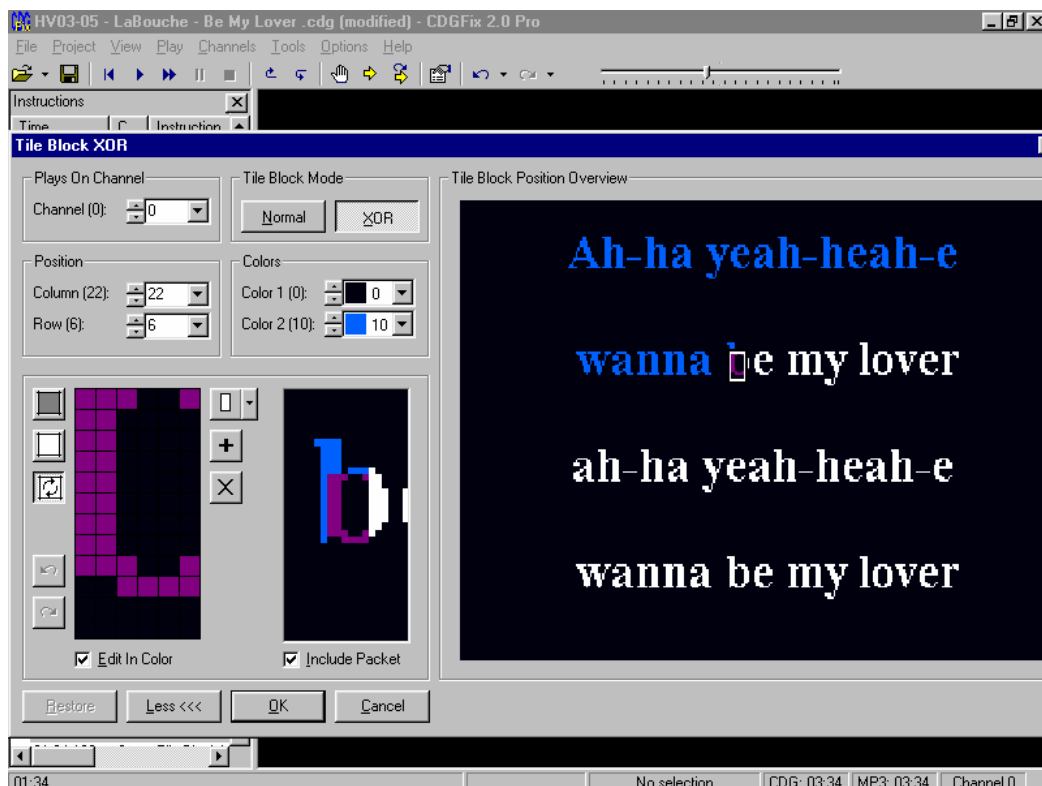
As with the previous, select OK then close the track tile window.

3.Colour Errors

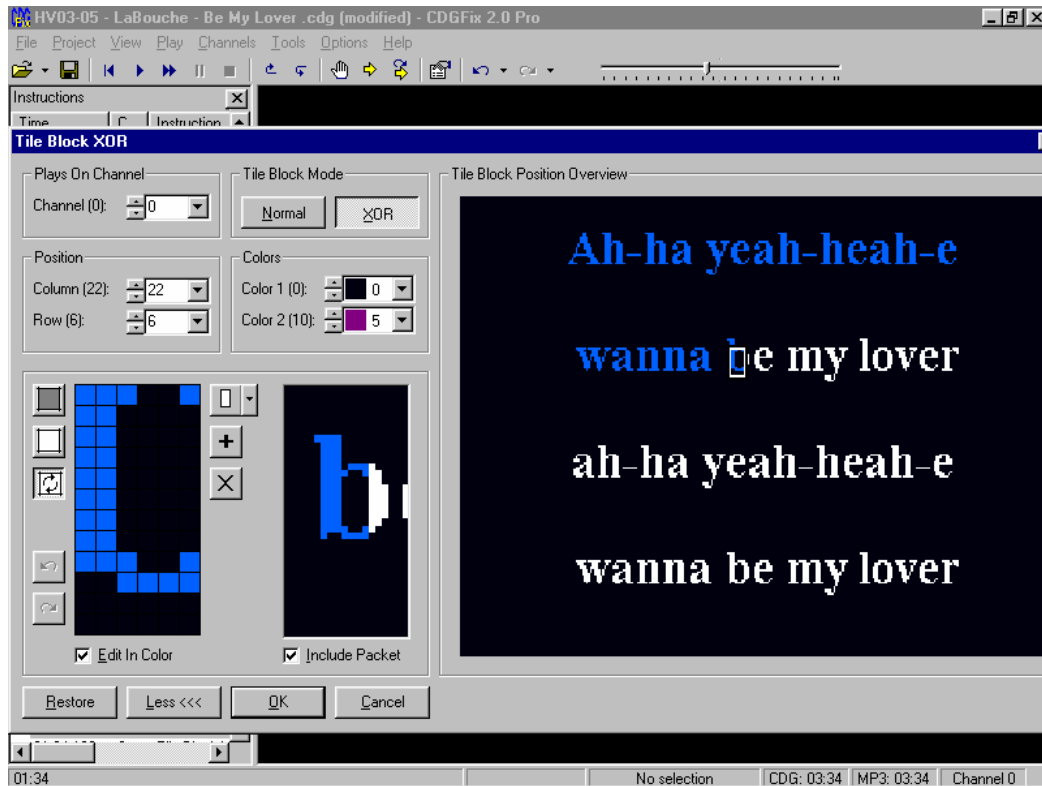
These are also obvious to see and are caused by corruption to the colour area of the Block. Shown Below



As you can see part of the B is purple (it should be blue).
To repair this follow the same steps as before. (Ctrl & T. Use mouse to select the error then edit tile.



With this error now you will need to change the Colour 2 setting. Use the color 2 arrows to select the correct color

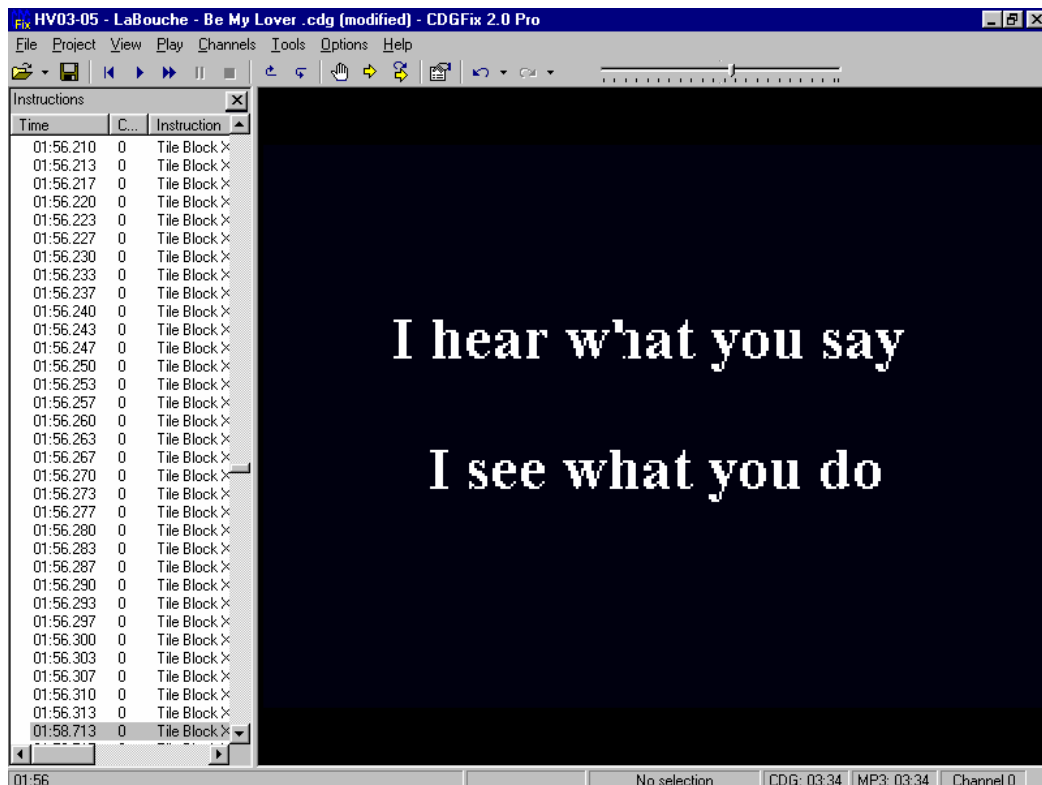


The colour setting there which is 10 should be changed to 5 which is the blue setting. Now press Ok.

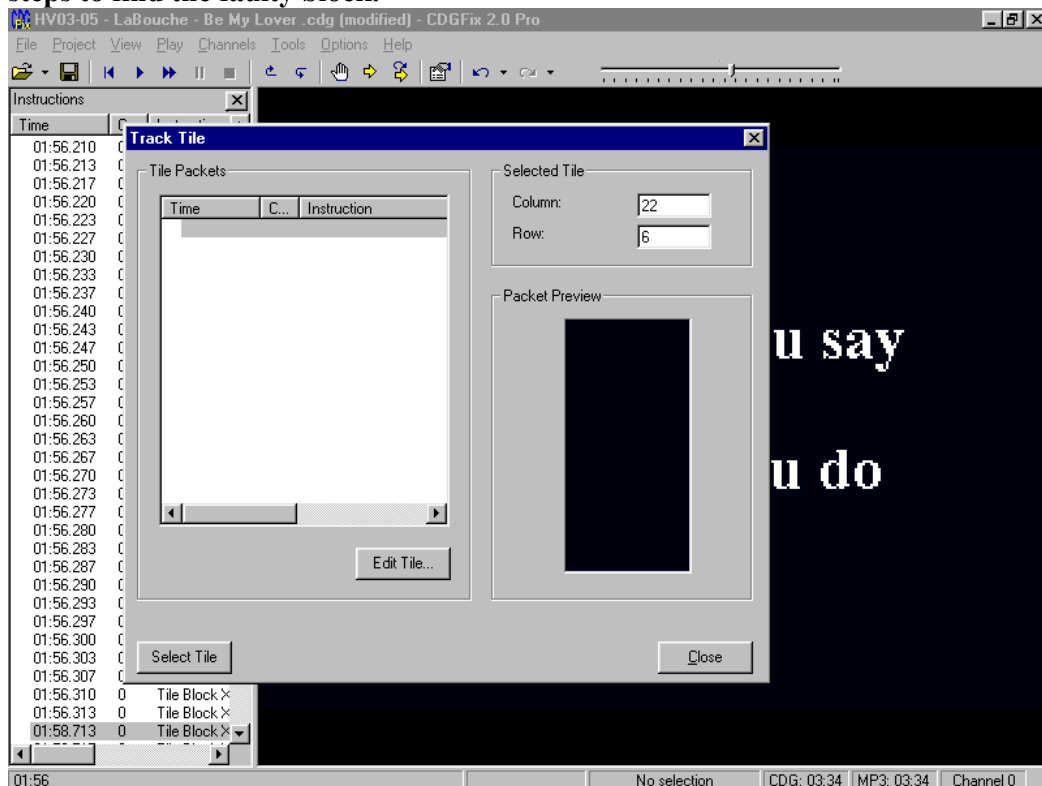
Now that was easy wasn't it. Those are the most common errors that you are gonna come across. It's gonna get a bit tougher now.

1.Missing Or Corrupt Tile Blocks

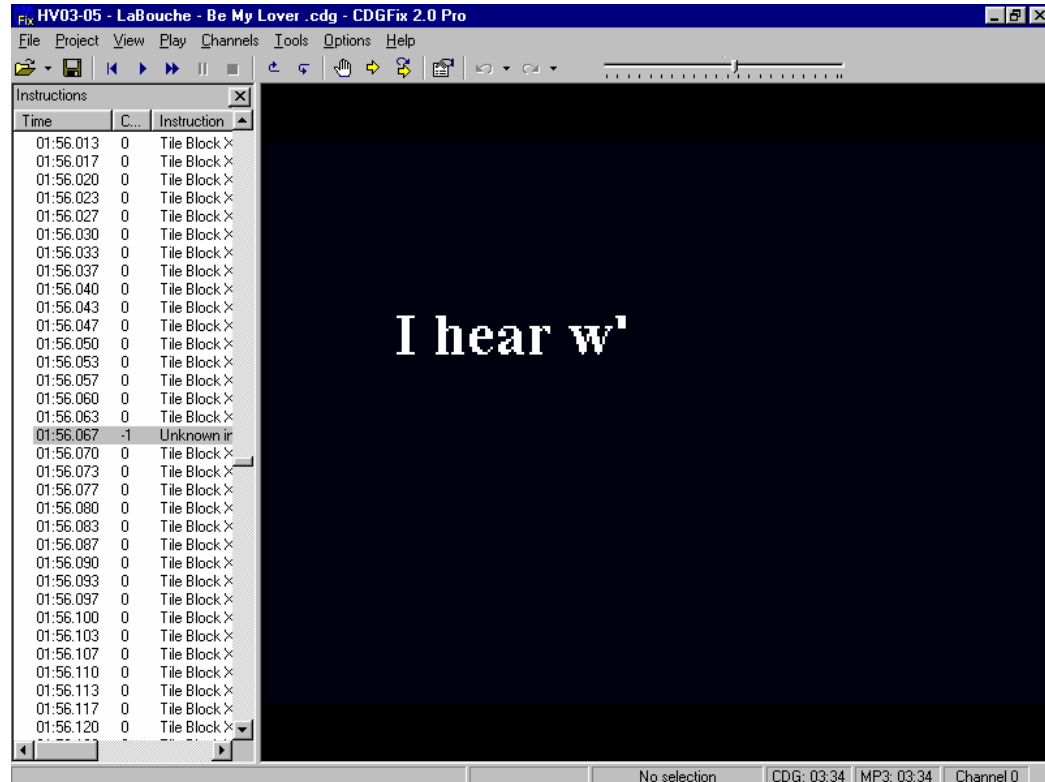
OK now the tricky bits then.



As you can see a part of a word is not getting displayed. This is due to either the tile block missing/misplaced or being corrupted. To repair this we need to find out the problem and repair. repeat all the other steps to find the faulty block.

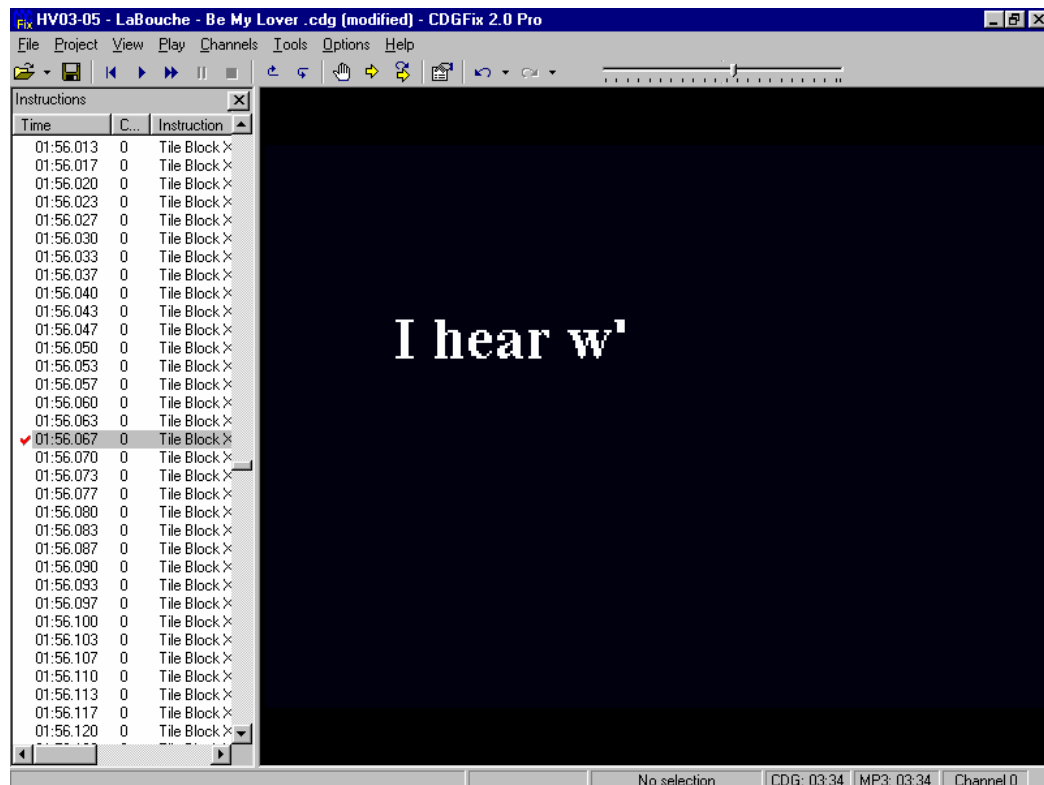


hmmmm there are no blocks being displayed, which means that the block is either corrupt/missing or in a wrong location that cannot be seen on screen so close the window and use buttons Shift & F8 to go back to where the error is on the screen.



As you can see , On the Block info it is reading the block as an unknown instruction , which means that it's corrupt.

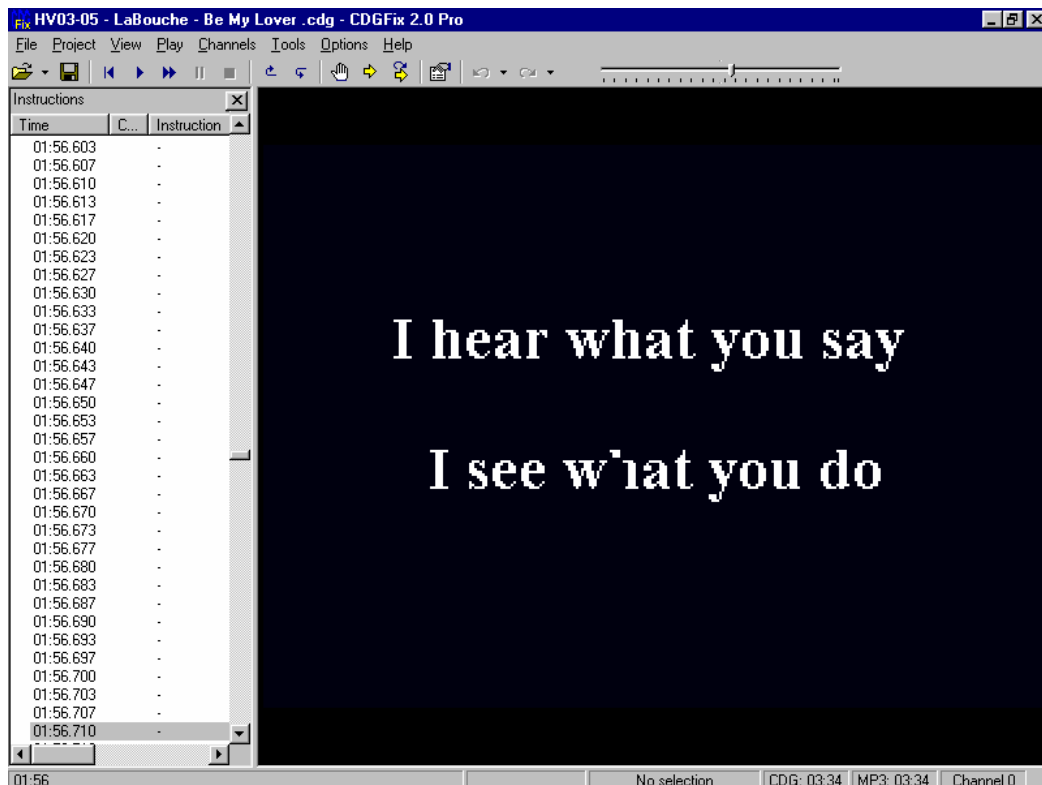
To Fix this Select the Unknown Instruction. Press Ctrl & I, then Change Instruction and alter this to what the block should be. In This case the block should be Tile Block XOR.



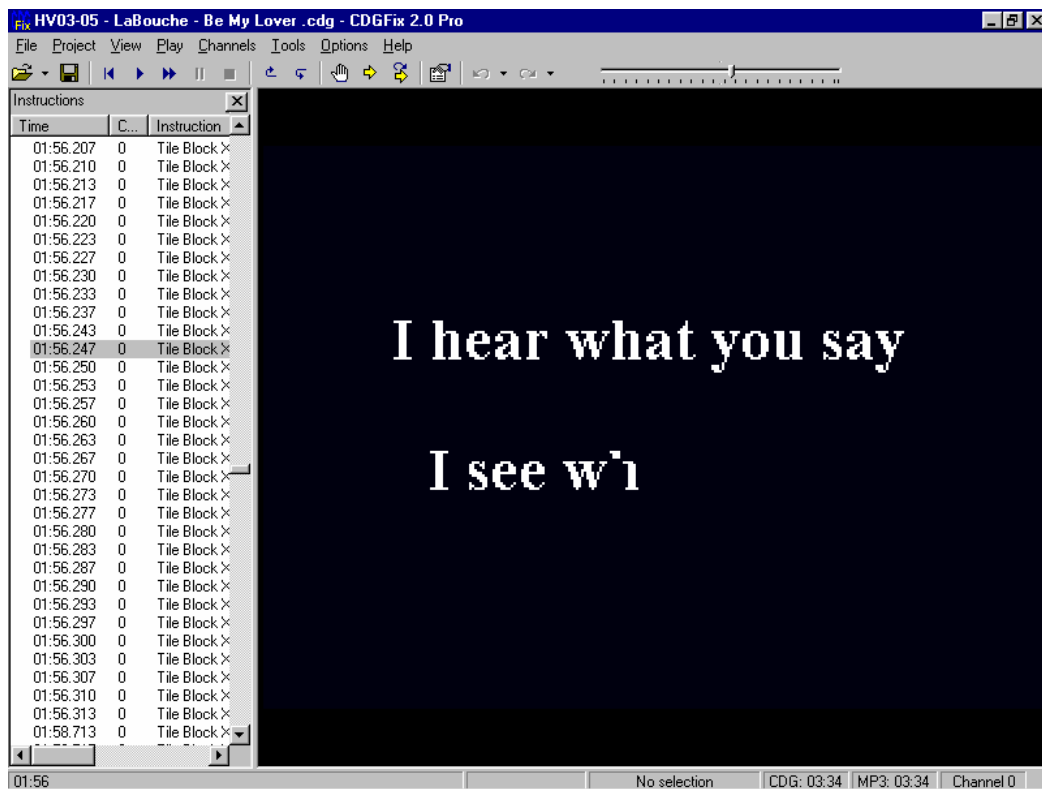
Now the Errored block has been replaced, with a working XOR Tile Block. Sometimes when it has been repaired. The block may contain some errors on it, so edit those as appropriate. Then re-test it

2.Missing Tile Block

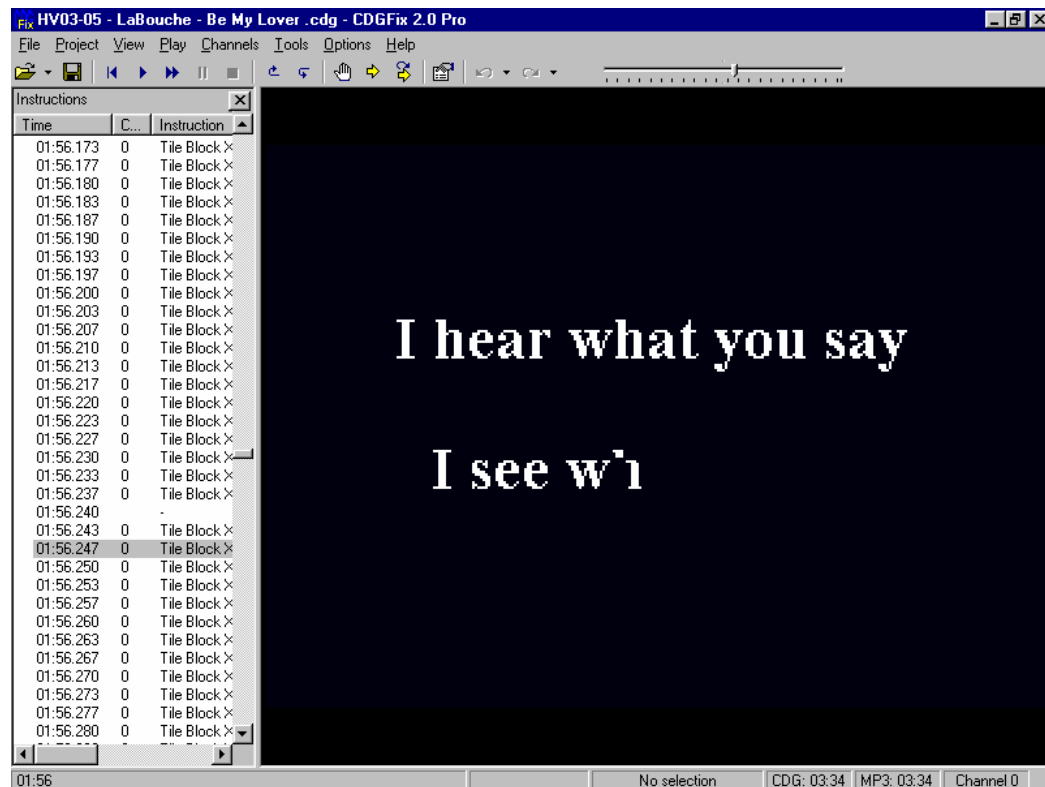
Here is an example of a missing tile block.



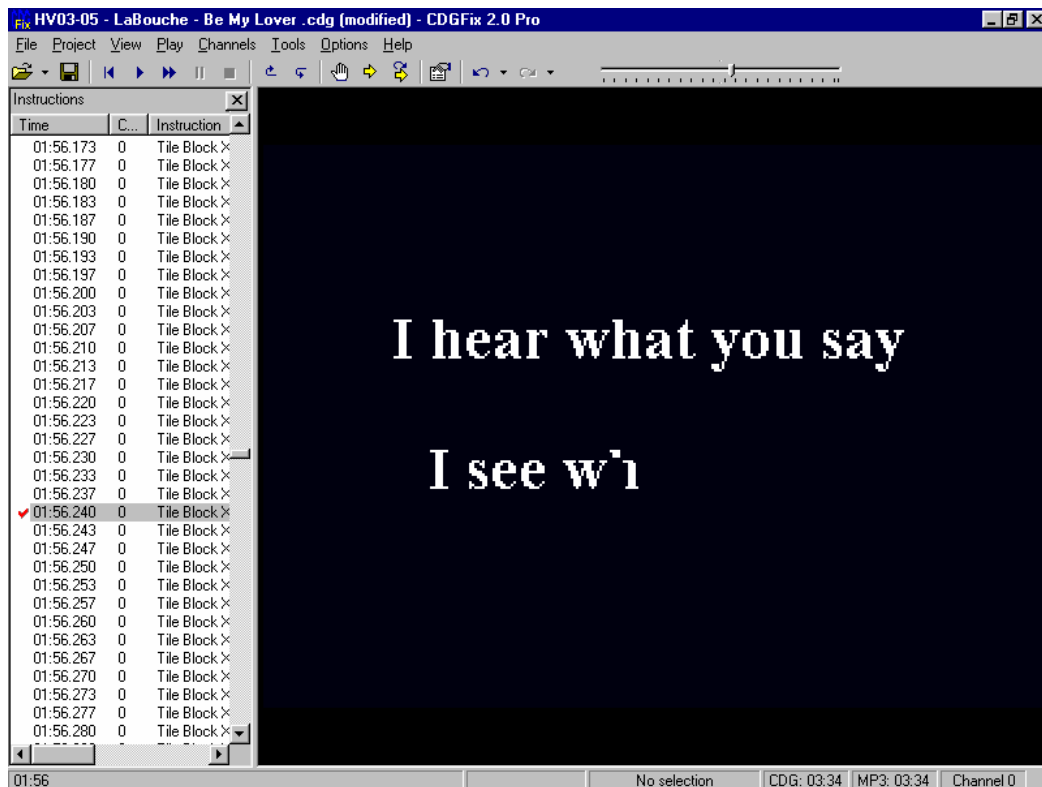
Yet again you need to find out what sort of, so follow the same procedure as above. Again, if the tile block list is blank, rewind to the where the error is.



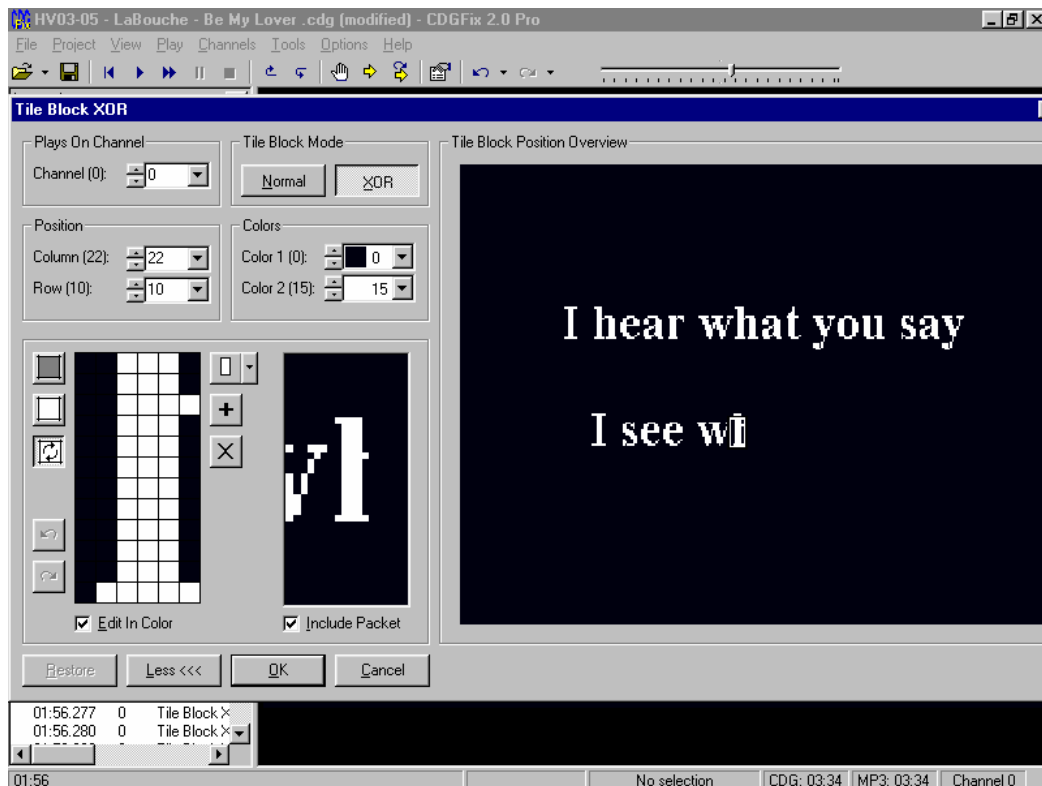
Now that is weird. There is nothing showing there, which means that the block is missing somehow. Press Ctrl & A to view all packets.



Ahhhhhh there is a gap there where the part of the h sould go. This now needs to be turned into the correct command eg Tile Block XOR. Use Ctrl & R to recover the packet so it can be used.



Now all that needs to be done is to move the block to the correct location and possibly edit it, to get it correct.



Once again I must add that it is up to the skills of the individual themselves to find and repair the error's, this is just a basic help file on how to locate and repair the errors. We do not hold ourselves responsible for you adding errors and not removing them.

Please back up all you cdg files before you start repairing them, as so you can revert back to those if you make a mess of it.

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