

# 2D Models

2D models are the images that appear on the screen. These images must in a group to be executed as a single layer.

2D model images and texts can be edited in a variety of ways. They can be removed, clicked, alpha faded, made visible or hidden, or color-changed. Equating a variable with a 2D object makes it possible to create a menu, custom buttons, or other interactive 2D objects.

The android buttons and the joystick can not match variables, so a function has to be responsible for executing an action to the button or joystick, as visibility.

**Image formats supported by the editor: GIF (without animation), JPEG, JPG, PNG**



**MORE INFORMATION**

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