Basic Demo

BasicTilesDemo.png

Purpose

- This demo just shows some very basic use.
- Before you click Play, notice that there are three of each sort of tile. When the demo is Playing, it first copies and pastes the existing tiles so that there are 6 of each type. This shows how you can duplicate tiles resulting in new independent tile instances at runtime.
- After that, the tiles are picked/pasted (i.e., moved) repeatedly, the visual effect is that they're moving around.
- Also note that the animation on each of the tiles restarts properly when they are moved from place to place.
- The single slideshow tile is used for the background. The 'slide' changes every 16 times through the loop.

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