

Tutorial: How to Use the Trinexx Graphics

To create Trinexx, you need to create a palette for his room. To do this, select the palette you want to use for the background. Go to Quest -> Graphics -> Palettes -> Levels, find your chosen palette, and click Edit.

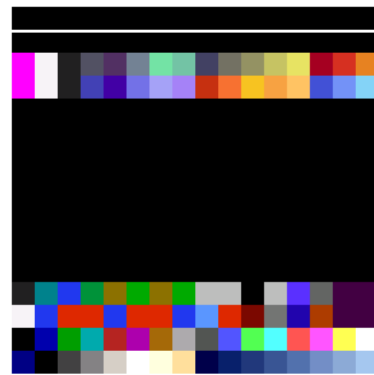


Now, click on Cset 2, press Shift, and click on Cset 9. You have now selected all four Csets. Press "C", and click done. Scroll down the palette list until you find an empty slot, and click Edit. Click on Cset 2, and press "V". Bam! You have a duplicate palette. Label it "Trinexx" and click "done" to make sure it is saved.

Now, the screen I've borrowed uses only Cset 2, so we want to leave that Cset alone. Your screen may use more than one Cset- this is fine, but Trinexx needs at least one Cset for himself, and he needs two if you want variety or perfect faithfulness to Link to the Past. If your screen uses three Csets, either stick with one Cset for Trinexx, or change some screen details.

For this tutorial, I will use Cset 4 and Cset 9 for Trinexx.

Select the Cset you want to use (Cset 4 in this instance), click on Grab, and then click on File. Select any of the Trinexx screenshots provided in the zip file. You will see the screenshot, as well as the Trinexx's palette. Your attention should be on the two rows of color nearest the top.



I call the top row the "main Cset", because that contains all the colors to recreate Trinexx's shell, body parts, and red neck in faithfulness to the LttP original. Select that row, and click OK. You now have a brand-new Cset 4.

Now select Cset 9, click Grab, and you'll go back to the screenshot. Now, the second Cset we want is necessary for LttP faithfulness; however, if that's not your goal, this secondary Cset also contains alternative colors for the heads, shell, and main body. We'll go ahead and select it, hit OK, and now our palette is complete, so we'll click done a couple times until we get back to the main window.

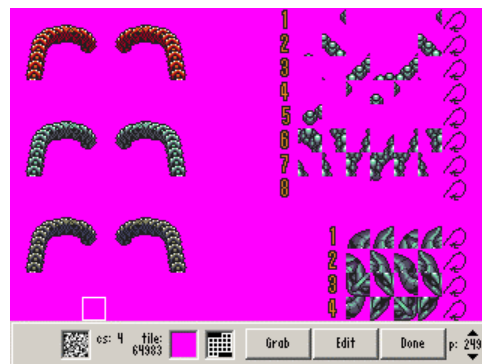
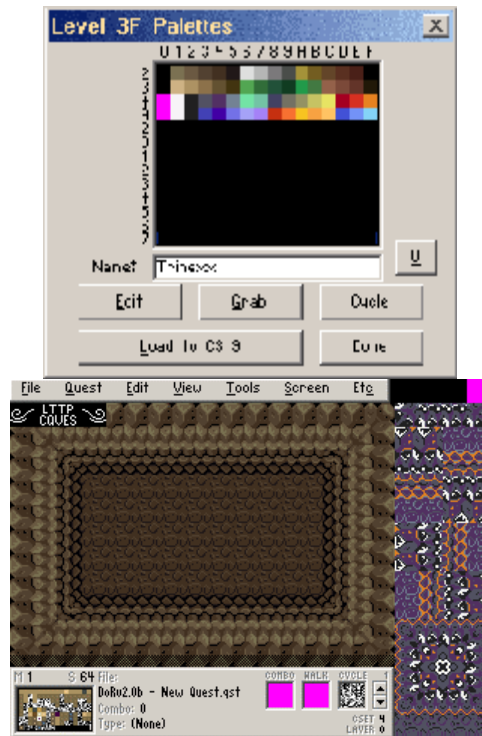
On our screen, we'll click F4, and select our new Trinexx palette. The screen's colors should not change at all; however, if you push the + and - keys, you should see the new colors appearing in your combo page. (Remember, this only affects the screen in ZQuest. You need to use a Dmap to give the Trinexx screen(s) the right colors in Zelda Classic itself.)

Well, now that the palette is ready, and ZQuest is actively using it, it's time to rip the graphics. So, go to your tile pages and find three blank pages. Go ahead and use the +/- keys to select the main Trinexx Cset (Cset 4 in our tutorial). Click Grab, and select a screenshot. The colors may appear wrong, but don't worry about this. Click-and-drag to select all the tiles, and hit OK. The tiles will be loaded into your quest, properly colored. Do this as many times as necessary until you have all the tiles.

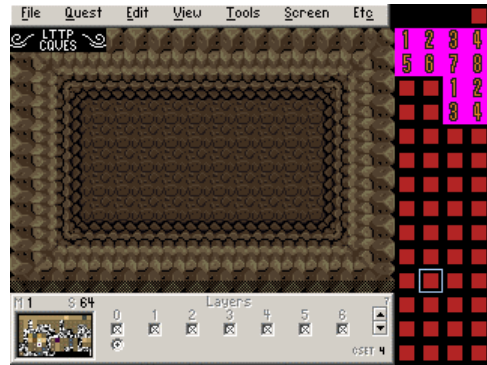
Now comes the tedious task of comboing the tiles. This is rather straight-forward, except for two parts, which I'll take time to explain here.

On the picture I labeled "trinexx 2", on the right side, you'll see various pieces of Trinexx's tail in eight rows, and various pieces of his head in four rows. If you want the tail to "wag" back and forth in animation, or the head to move right and left in animation, you'll want to combo these tiles and set animation frames and speed.

(That odd looking arrow on the end of each row indicates the end of the animation.)



You want to set the tail and head in your combo page like this. The tail is a 4x2 combo; the head is 2x2. NOTE: The tail has a base that is not included in the animation (that portion didn't move). Make sure to combo that in as well, unless you don't mind Trinexx's shell covering almost a full tile of the tail.



Of course, you won't actually be using the numbers; those are just to help illustrate where each animation needs to go. Set the tail combos to have an Animation Frame of 6, and I personally set the speed to 20, but that's up to you. The head combos should have an Animation Frame of 4, and I set the speed to 60. (Note: Animating the head only looks right with the shell. If you are extending Trinexx's neck [see below], you'll want to use unanimated combos.)

Okay, now that you've got your combos ready, it's time to create Trinexx! I am simply going to explain the best way to put the graphics on the screen; I will not explain how to actually create a custom boss out of him.

First, we need to put his shell in place so we know what we're doing. The shell will go on layer four.



Second, we now switch to layer three. Here we place the tail and the feet, and, if you want, the main neck.

Third, we switch to layer five. Here, we will put Trinexx's main head, the small necks, and the small heads (though these can go on layer six if you want, for more customizing). The fire head on Cset 4 becomes the ice head on Cset 9.

And there you have it! Trinexx!



Note 1: Trinexx's main neck can have different lengths, depending on how much you put on the screen, and where you put the head, as shown in these three shots. The diagonal necks have three lengths; the forward neck is so nicely constructed you can repeat it as much as you'd like.



Note 2: Feel free to play with the secondary Cset. Not only does it help you create a fully accurate Trinexx, but it can also help you make a very different Trinexx!



Note 3: Play with the layers! Who says Trinexx can only have three heads?

If you use these graphics, credit is not necessary... though it would be appreciated! ^_^