

# HOW-TO: MODDING

## PATH CONTROL





# BASIC SETTINGS

SETTINGS	FORMAT	DESCRIPTION
WALLPAPER	FILEPATH	Wallpaper image file
KEYCOLOR: LIGHT	RGB	Light keycolor for elements on dark backgrounds
KEYCOLOR: DARK	RGB	Dark keycolor for elements on light backgrounds
LEVEL	XML	Contains targets and positions of game items

# BASIC CONTENT & FORMATS

FILE	FORMAT	RESOLUTION (HD)	RESOLUTION (UHD)	AMOUNT
WALLPAPER	PNG   JPG	1920 x 1080 px	3840 x 2160 px	1
LOGO	PNG	320 x 60 px	640 x 120 px	1
SLOW OBJECTS	PNG	200 x 200 px	400 x 400 px	1
MEDIUM OBJECTS	PNG	200 x 200 px	400 x 400 px	1
FAST OBJECTS	PNG	200 x 200 px	400 x 400 px	1
BONUS	PNG	64 x 64 px	128 x 128 px	1
TARGET	PNG	200 x 200 px	400 x 400 px	1
LIFES	PNG	64 x 64 px	128 x 128 px	1