

# Color Cocktail Tuning Documentation

## Using the Tuning Window

- Touch the screen with five fingers at the same time while the game is running to open the tuning window.
- Once it's open, press *Next page* and *Previous page* to cycle through pages.
- To close the tuning window and to continue playing with the current settings, hit the *Save* button.

## Page 1: Settings Slots

All tuning parameters are saved in a *settings slot*. This allows keeping several copies of tuning parameters.

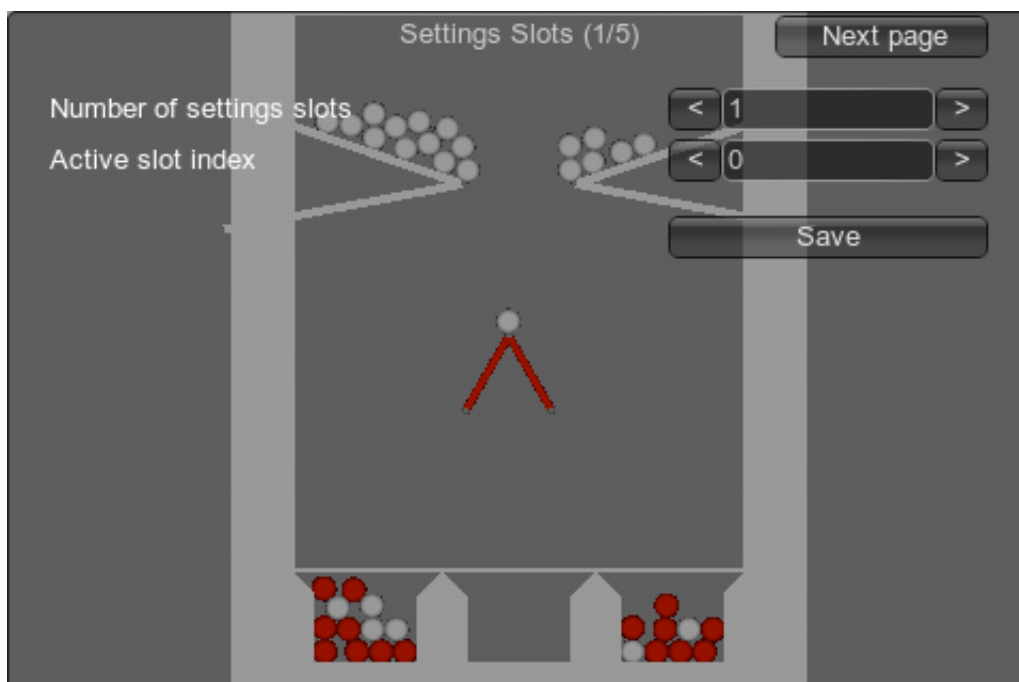
The slots are saved as files in the iPhone app. In case a certain set of tuning parameters breaks the prototype, the app should be reinstalled.

### Number of settings slots

The number of available slots.

### Active slot index

The index of the currently active slot (zero-based). If this is changed, the tuning parameters from the previous slot are saved, and the ones from the new slot are loaded.

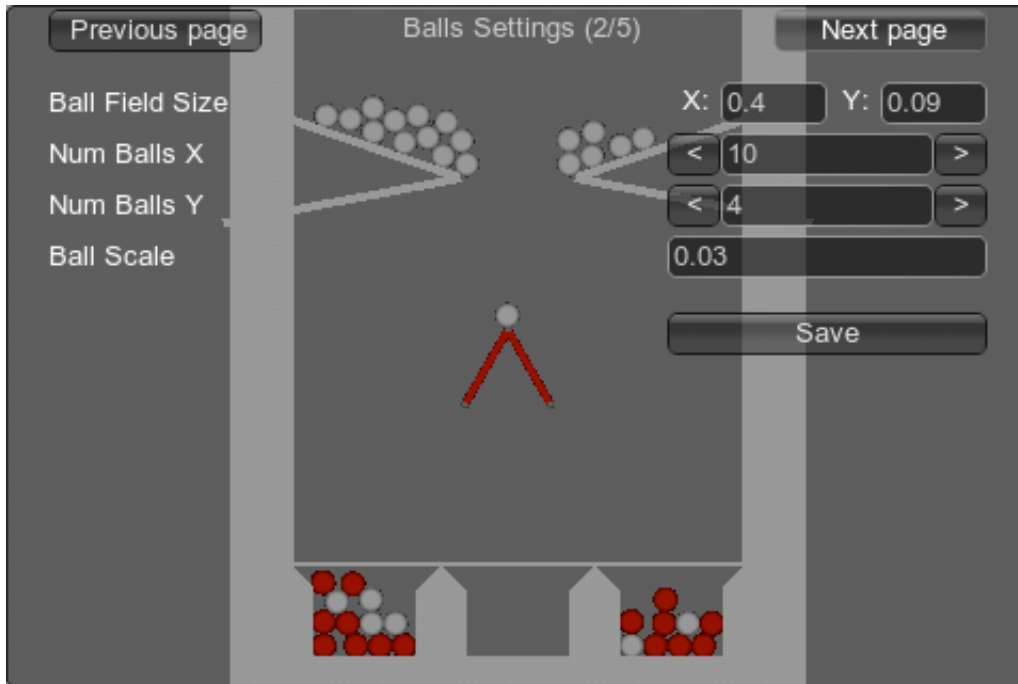


## Other Pages: Tuning Parameters

### Ball Settings

#### Ball Field Size

Size of the area in which balls are spawned.



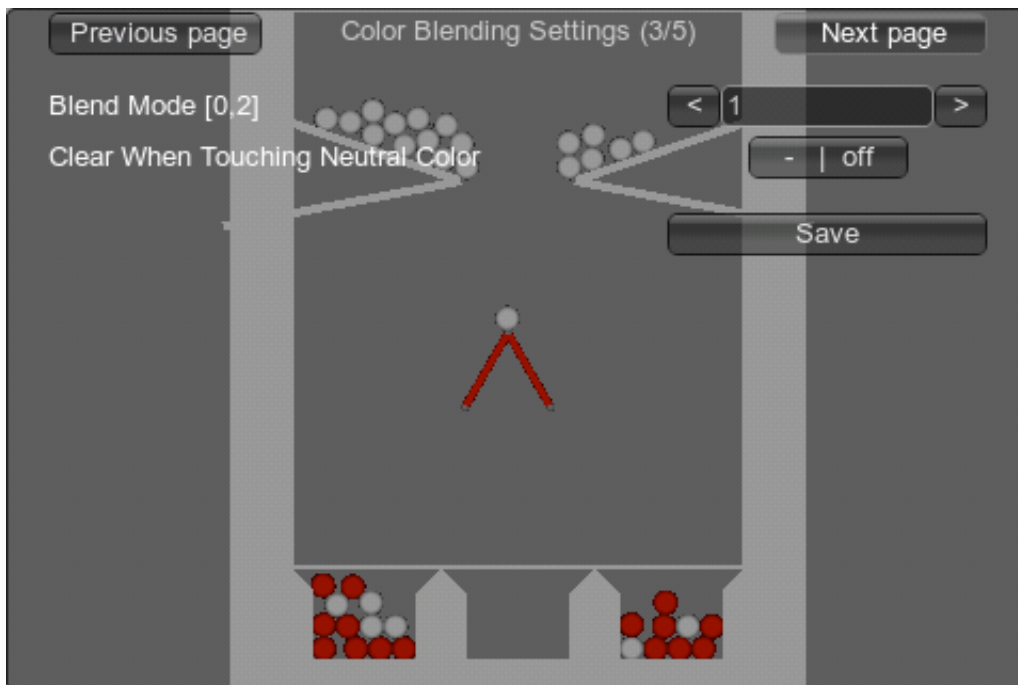
### Color Blending Settings

#### Blend Mode

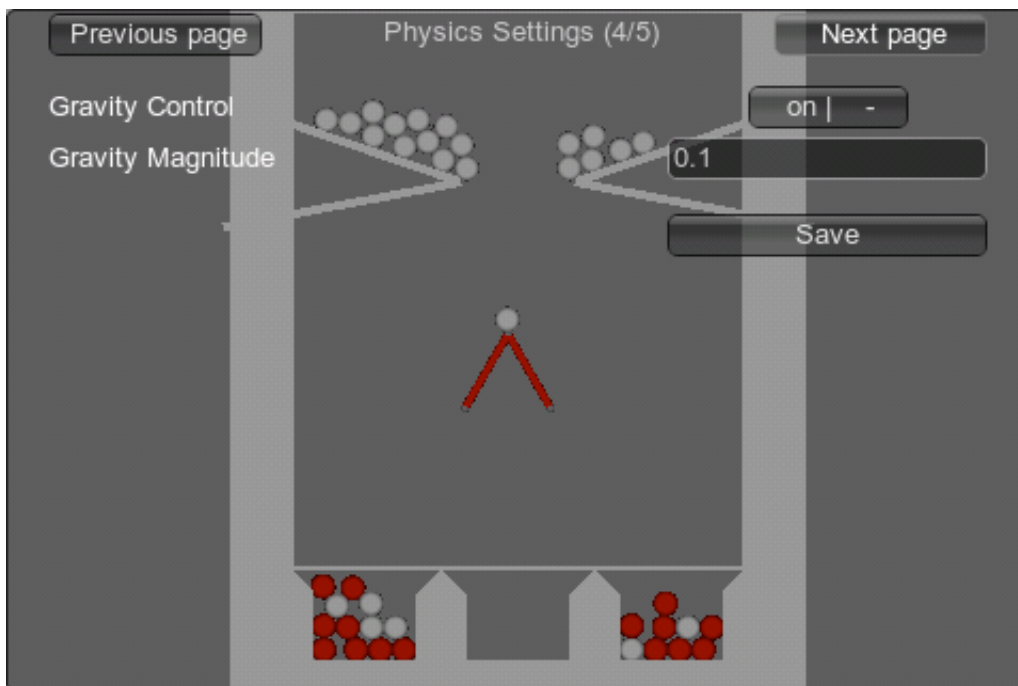
Three ways of blending colors are implemented. 0 and 1 implement blending like paint, 2 implements blending like light. We think blending mode 1 gives the best results.

#### Clear When Touching Neutral Color

Affects the behaviour when touching a white triangle part. Currently, these are not available in the levels, so this setting has no effect for now.



## Physics Settings







## Level Settings

The booleans on this page allow individual levels to be turned on and off.

Previous page

Level Settings (5/5)

- Level 'one red triangle'  on | -
- Level 'three red triangles'  on | -
- Level 'gravity'  on | -
- Level 'green from blue-yellow' on | -
- Level 'green and blue' on | -
- Level 'purple and blue (1)' on | -
- Level 'purple blue (2)' on | -
- Level 'royal blue' on | -
- Level 'RGB' on | -
- Level '4 triangles, 3 colors'  on | -

Save

