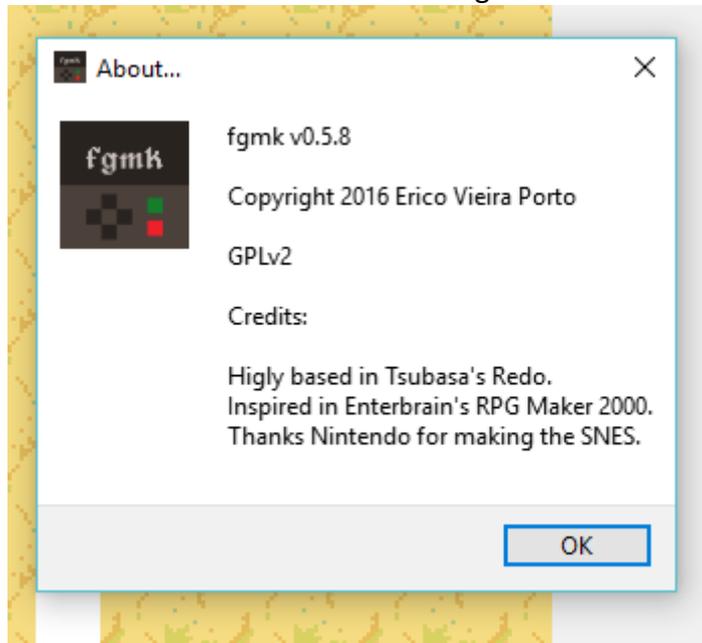
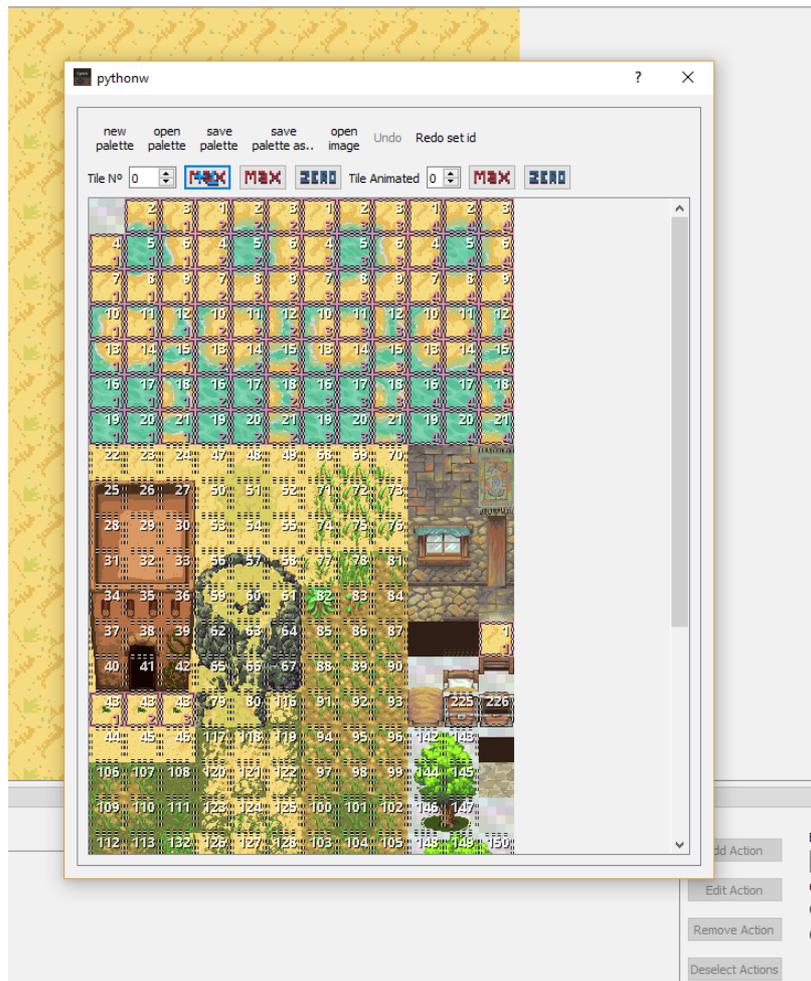


**FGMK USER TEST**  
**Ver. 0.5.8**  
**October 17<sup>th</sup> 2016**

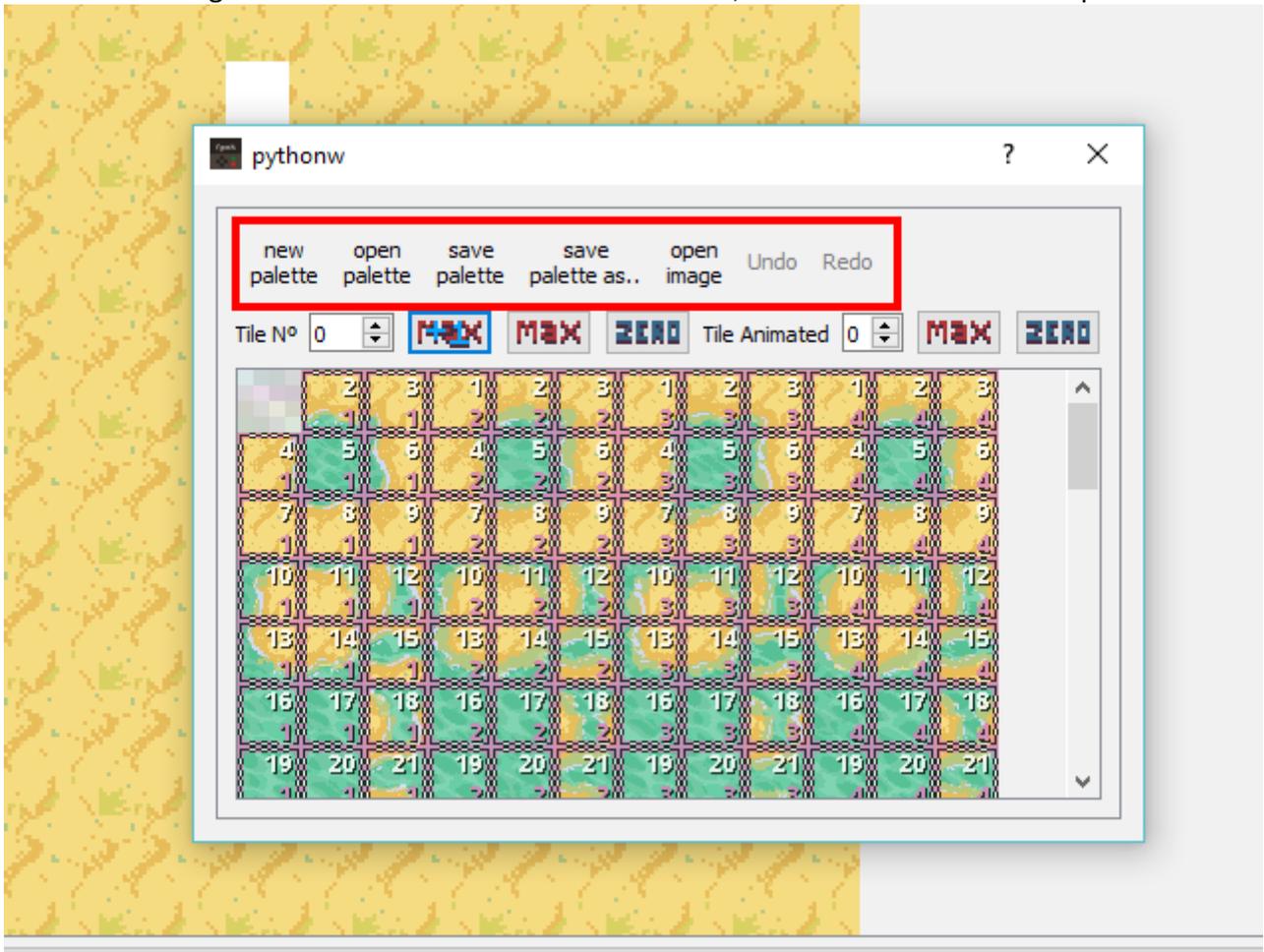
Here is a capture of the new version I installed this morning:



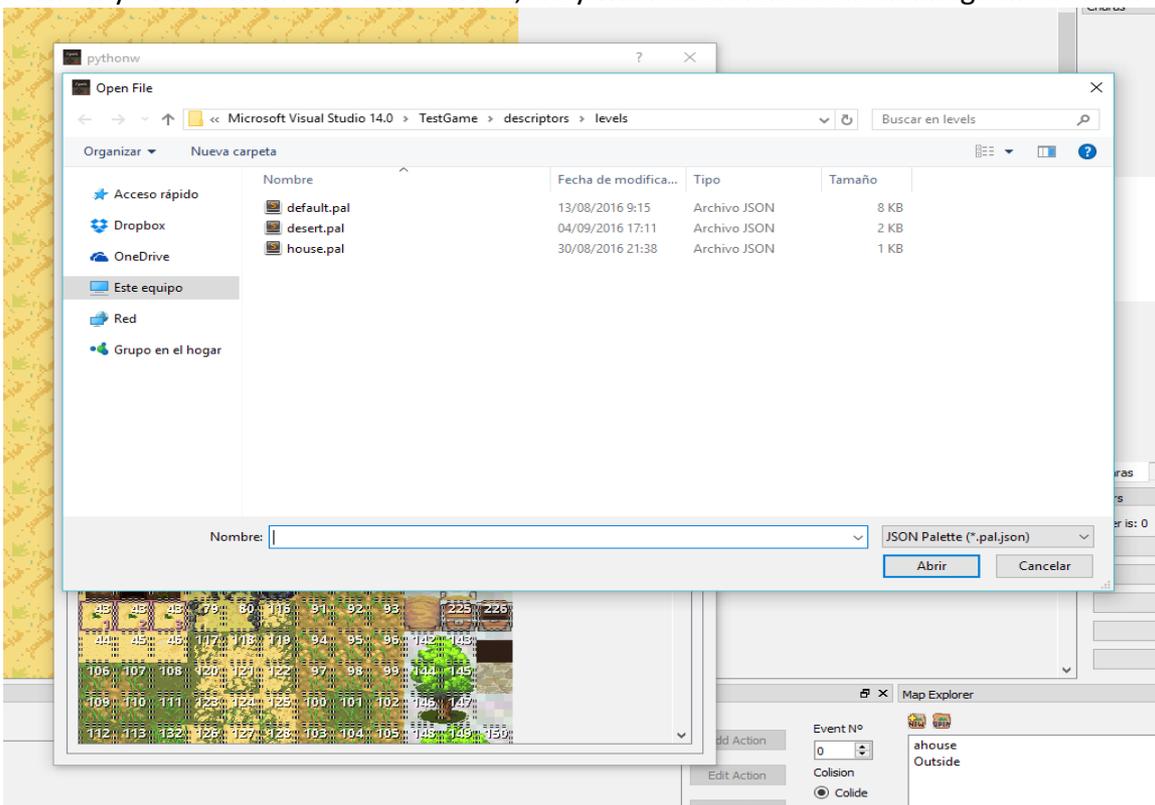
1. It would be useful to be able to zoom into the tile editor.



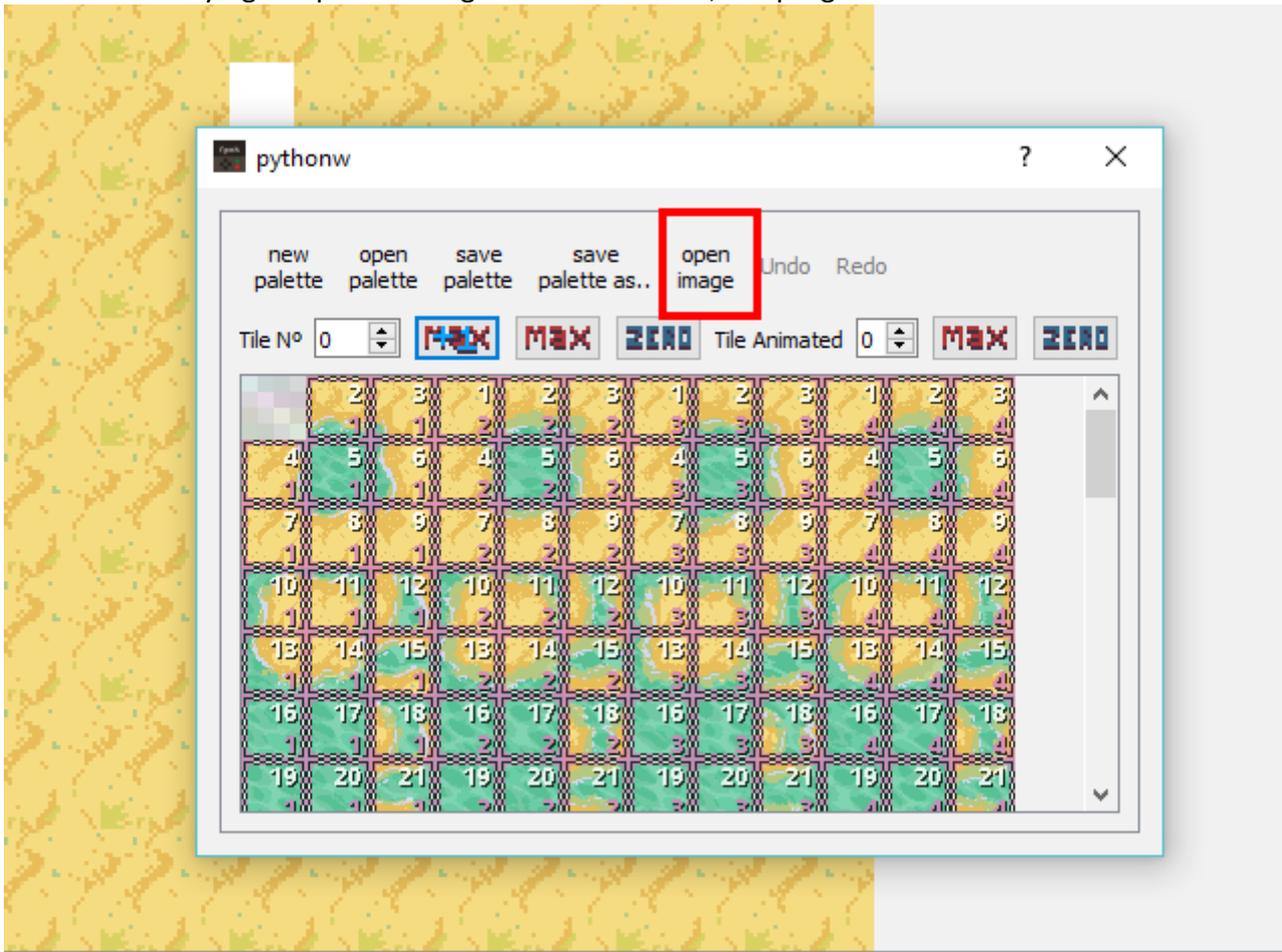
2. You changed the name to "Tileset" on the edit tab, but inside it is still called "palette"



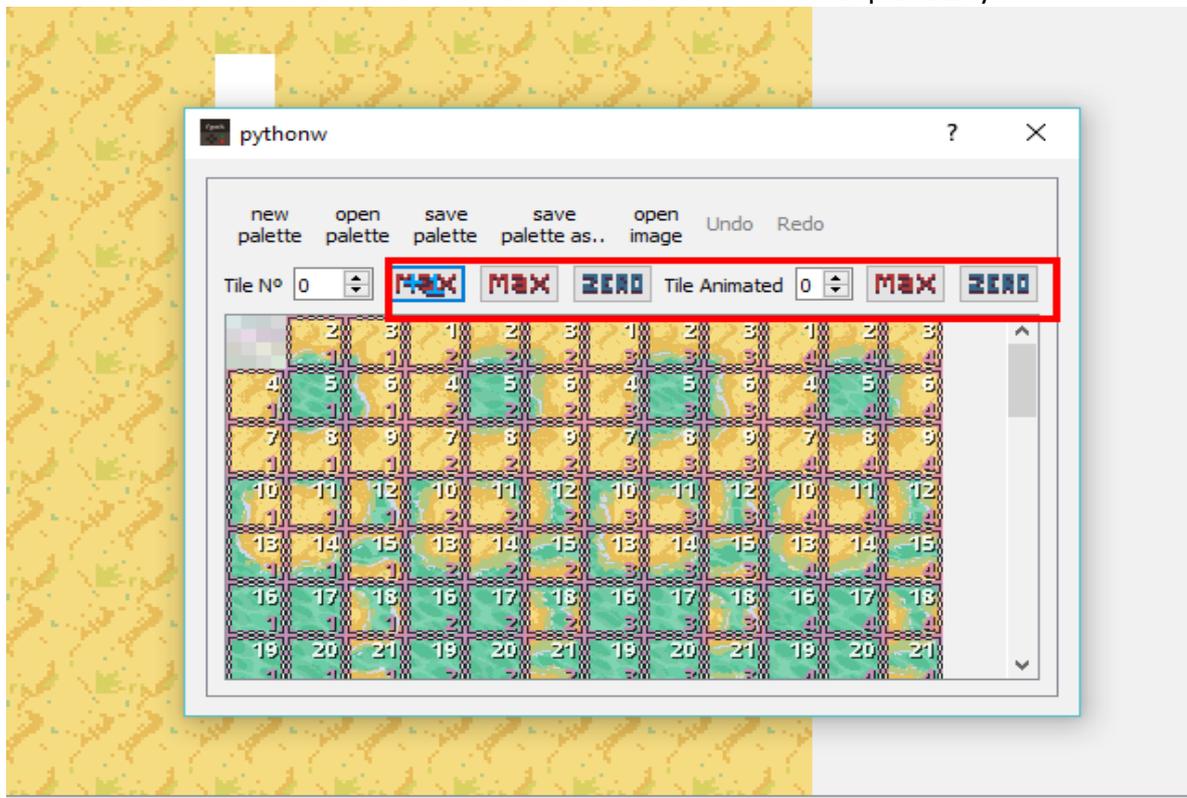
3. Why does "Open Palette" asks for a Json file? The regular user doesn't know what that is, and if you ask them to edit a Json file, they will leave. A tileset is an image file at then end.



4. When trying to open an image for a new tileset, the program crashed.

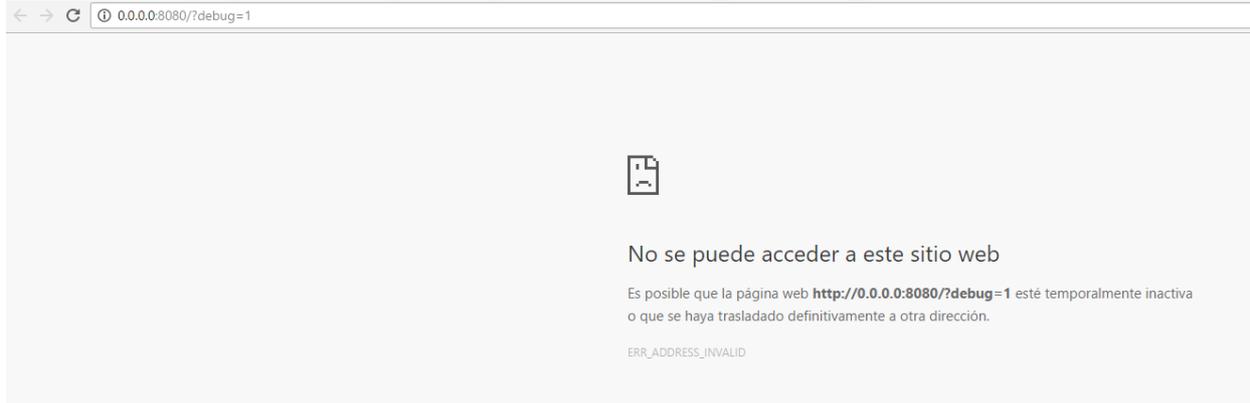


5. I suppose here is where you animate the tileset, but I don't even know where to start. Also, what does "Max" and "Zero" means? Buttons should be self-explanatory.



6. When trying to "Edit Items", the program crashed.

7. When trying to run the game, I got the error ERR\_ADDRESS\_INVALID:



8. It would be useful to be able to zoom in and out of the map view, not only through the "View" tab, but also through magnifying glass icons, like in most programs. An example from Construct 2:

