



Hex View\* window showing a list of hex values:

```

20 85 01 44 20 86 54 48
20 9a 01 49 20 a5 c9 46
20 a6 44 26 20 aa 0c d0
e8 d1 d0 d1 d0 d1 db d0
d1 d0 d1 20 b6 44 26 20
ba c9 4a 20 c6 44 26 20
ca 43 db 20 cd c2 e0 20
ce 42 db 20 d0 06 df db
e0 e0 d2 d3 20 d6 44 26
20 e6 44 26 20 ea 43 db
20 ed 09 e0 da db e0 db
d4 d9 d4 d9 20 f6 44 26
    
```

Buttons: Close, 272 (110) Byte OK, ?

MARIO START

\* You MUST open Hex view before you can actually save anything. Click close. Then "Save" in regular menu.

Editor interface showing a menu on the left and a palette gallery on the right.

- Menu items: Clean, Hex View\*, Open, Save, Palettes, Open?
- Right-side palette controls:
  - Buttons: delete, clone (2nd mousebutton)
  - Group of palettes
- Gallery: A grid of 256 color swatches labeled with characters 0-9, A-Z, and symbols. The selected palette is highlighted in yellow.

These values represent a palette "-1" "0" "1" "2" "3" except "-1" which represents the absence of the same (this is loaded with the level palette). To select palette right click on any part of the work area, when you make your selection left click within the work area the sector you want to paint and change palette instantly.