

Troubleshooting

If the game does not work, it's likely due to a problem in the xml file. Any errors will cause it to stop loading, and only the amount read up to that point will be displayed.

The first place to look is the "Edit Game" menu under the Game Options tab. This will bring up an screen that reports on any errors found while parsing your xml files or running the games. Click the listing of the number of errors found on the left, to see each specific error on the right. To save time, you can view the xml files directly on the iPad as well. Tap the file's name to open it in the right hand pane. You can then edit it after tapping the unlock button on the top bar. File edits are saved as you type them.

In the xml file, check to make sure that the hierarchy is correctly set (open a close tags strictly nested), that there are no typos in the tag names, and that the filenames match the pieces named. A great way to do this (on your computer) is with Safari or Firefox. If you open the [gamenamename]_game.xml file, it will display the line number of any problems, and likely also the tag that is mis matched. Sometimes it also works to comment out as much as possible with the <!-- and --> tags, and slowly add entries back in until the error is determined.

One common problem that is seen is an all white board, or pieces that are invisible. Apart from bad tags in the xml file, these can also be caused by missing images, or filenames that differ from the one in the xml file. If an image does not appear or shows up as a question mark, verify that the image has been loaded into your game, that it is prefixed with the game name, and that the name exactly matches the one in the <sides> tag. Copying the game folder from iTunes back to your hard drive is a good way to determine exactly what files have been loaded.

If an xml error stumps you, and you can't find where the problem is you can try sending your file to Eggy.EveryGame@gmail.com. We don't have a full-time team to debug the files, but we'll be happy to help when we have some spare time.