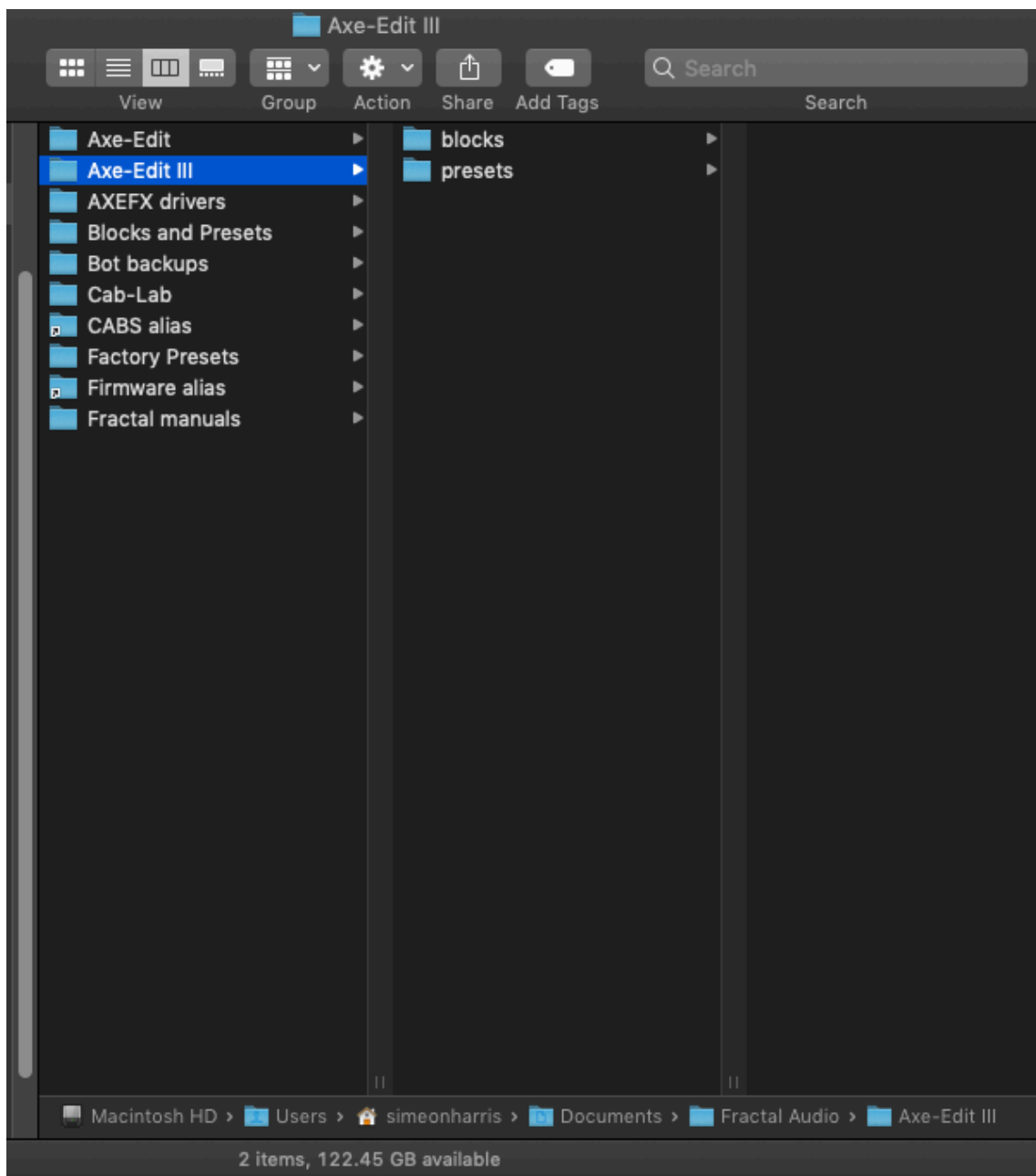


## How to install block files.

These go into the “Blocks” folder, which is inside the “Axe Edit III” folder which is created on your hard drive when you install Axe Edit.

Just move the whole “Sim Blocks” folder into the “Blocks” folder. No need to separate out the subfolders, or place the individual block files into any folders you may have already created. Axe Edit will automatically scan the whole “Blocks” folder when it starts up

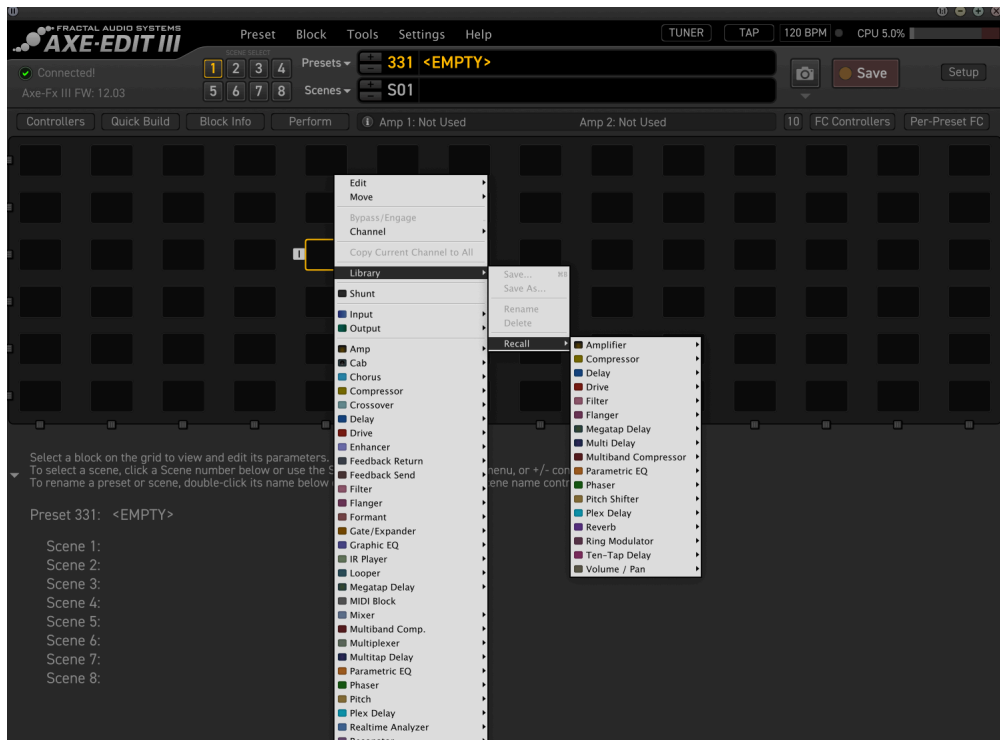


## How to use Block Files

Once Axe Edit has scanned the block folder (which it does automatically when it starts up), it will create the “block library”

You can access the library in several ways...

By right-clicking on any slot in the grid and selecting Library>Recall



By selecting a block in the grid and then clicking in the rectangular panel below “Block Library”, down in the bottom left of the Axe Edit window. This will reveal a list of all the block files available for that particular block type.

