

Orbit-Hopper Leveleditor

last update: 9/18/05

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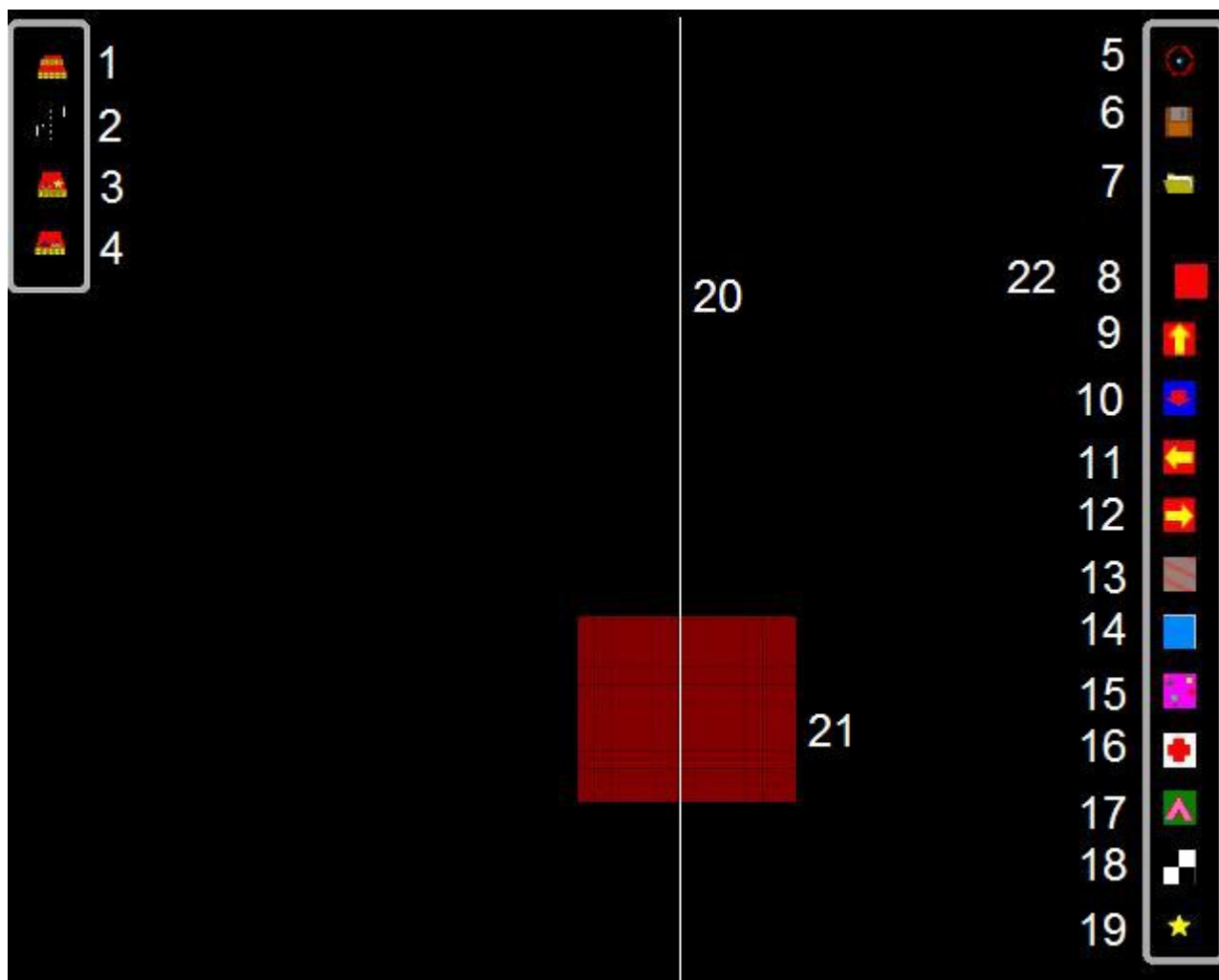
Introduction

This manual assumes that you are an experienced Orbit-Hopper player, what means that you know the effects of different floor- and gametypes.

How to start the leveleditor:

The advantage of this leveleditor is that it is fully integrated in the game. Just select it from the main menu.

GUI – elements



Singleplayer – Campaign buttons:

- 1: Checkpoint
- 2: Pong-Enemy
- 3: Life
- 4: Enemy

Castle - Attack buttons:

- ## 19: PowerUp

General buttons:

- 5: Change View
- 6: Save Map
- 7: Load Map

Floor types:

- 8: Normal
- 9: Speed
- 10: Slowdown
- 11: Left-push
- 12: Right-push
- 13: Damage
- 14: Ice
- 15: Crazy
- 16: Health
- 17: Jump
- 18: Goal

Miscellaneous:

- 20: „Middle of the Map“ - line
- 21: Top down view of a floor
- 22: Active floor tile (shifted to the right)

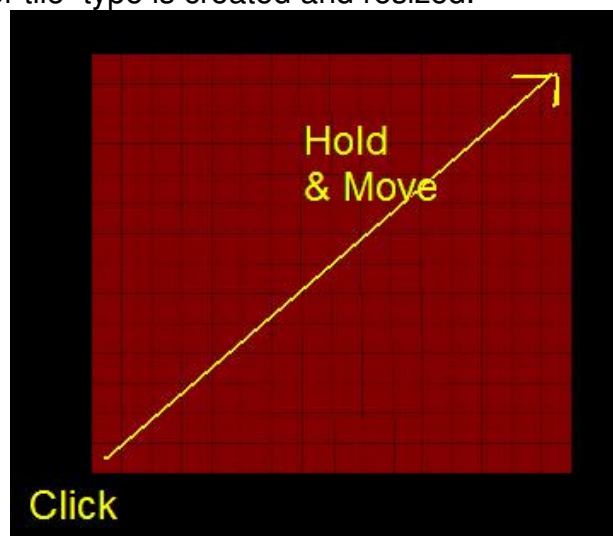
Basic Mapping

Navigation

Use arrow keys or [W][A][S][D] to move up,down,left or right.

Creating floors

Whenever you left-click and move your mouse (from bottom left to top right), a floor of the currently active floor tile–type is created and resized.



If you let go of the mouse button, the floor of the appropriate size will be created.

Removing floors

Select (left-click on) the floor you want to delete. The selected floor will be rendered darker than other floors. Now just press [del] to permanently remove this floor.

Moving floors

Select (left-click on) the floor you want to move. Now hold left-mouse-button and move the floor to its destination. Note that you can only move a floor into the x and z direction and cannot manipulate its height if you are using the top-down view. If you want to know how to change a floor's height and/or y-position proceed to the next section.

Using different views

You may have noticed that all floors are shown from a top-down view. This is rather inconvenient for height manipulations or movement along the z-axis.

To view your map from the right side, or change the view back to the top-down view, click on the (5) View – button.

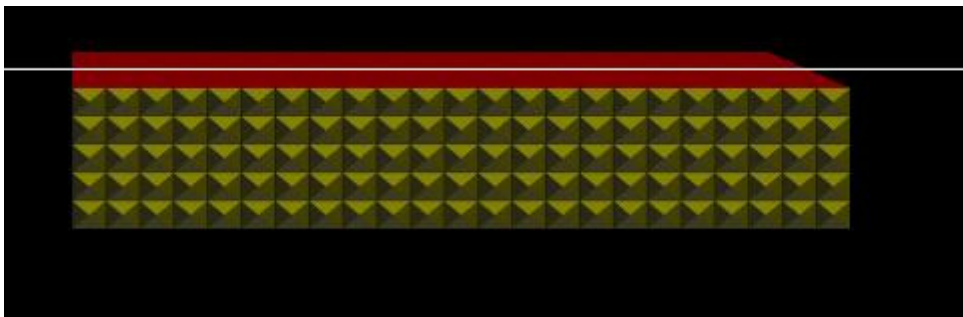
If using the right-side view, you are able to move a floor along the y-axis, just as you did in the top-down view. Selecting & removing floors works in this view as well. Creating floors is not allowed.

Changing height of a floor

Want to use floors that are twice as high as normal floors are ?

Or maybe three (four..) times as high ?

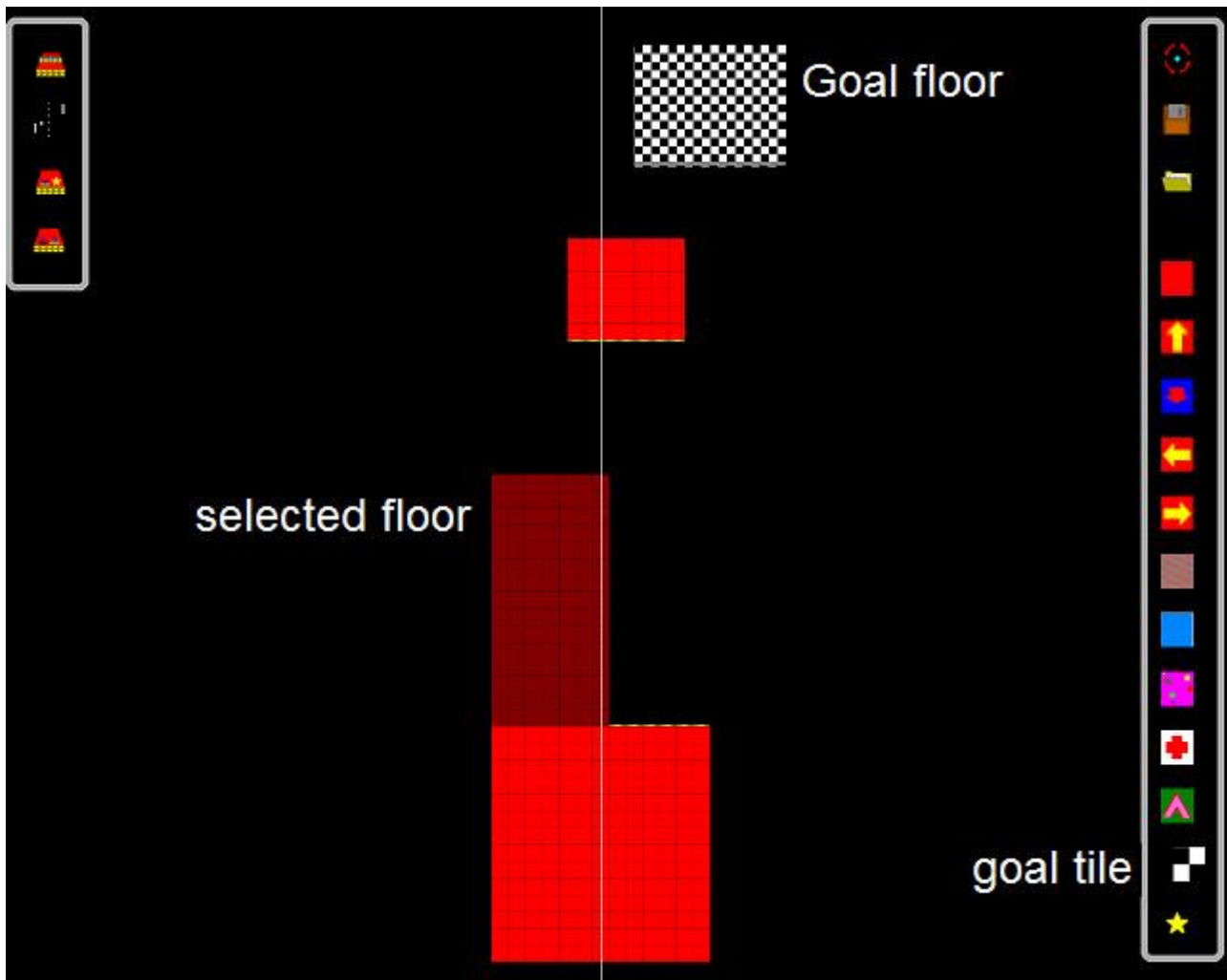
Just press [m] to increase the currently selected floor's height by one. Press [n] to decrease it by one. You might want to view the floor from the right-side to watch your changes take effect.



Floor with a height of 5 units.

Goal floor

As you know, each map needs a goal floor at its end. A player cannot successfully finish a level if there's no goal floor in it or if its goal floor is unreachable. Here's a screenshot of a simple map including a goal floor.



Saving / loading

Want to test the map you just created ? Use button (6) to save.
Don't forget the required file-type (*.slv) – a map saved as „mymap“ won't be playable.
But „mymap.**slv**“ works.

Maps that don't use any special prefixes will show up in the Time-Attack maplist.

Want to open / change an existing map ? Use the open button (7) to open a map.

Congratulations – you now know all the basics of mapping. Want to map multiplayer maps or use other advanced features ? If yes, continue to „Advanced mapping“

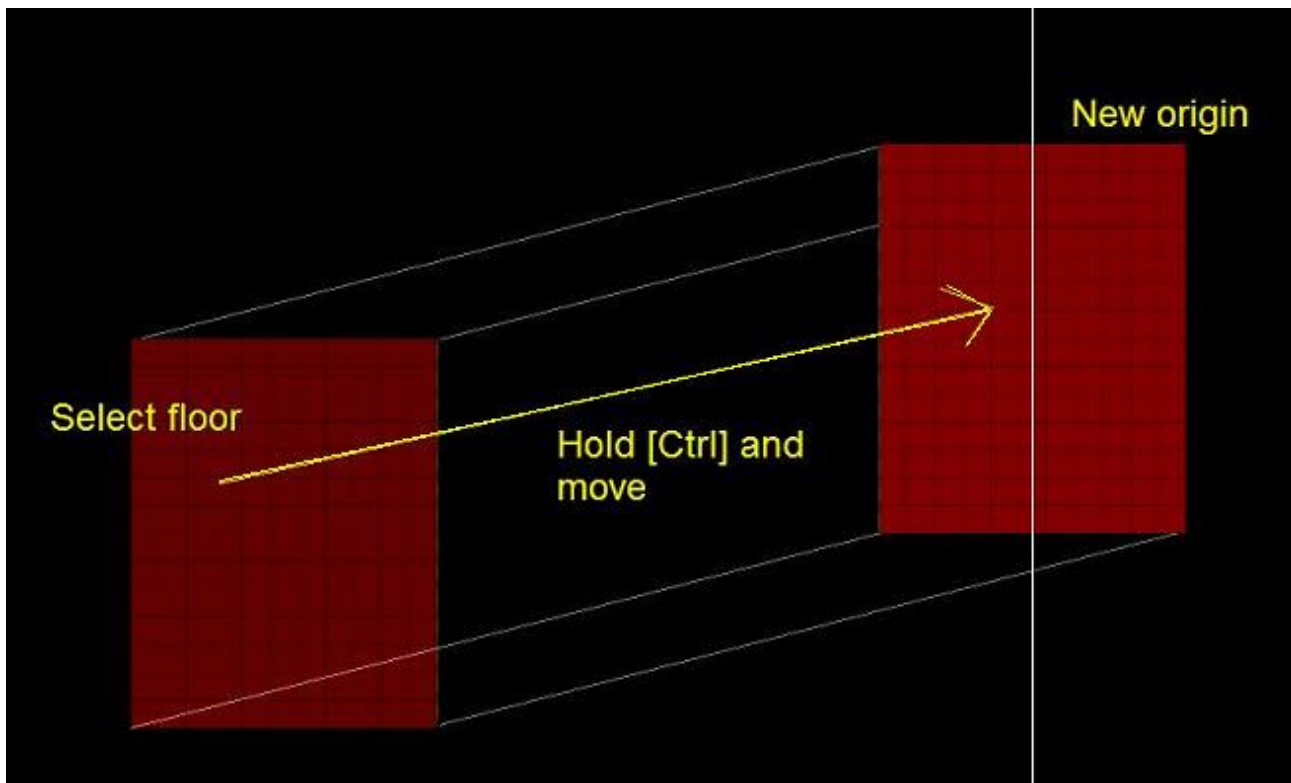
Advanced Mapping

Moving floors

Wait – didn't we just learn how to move floors in the „Moving floors“ lesson ? Well... this lesson is not about how to move a floor – it is about floors that move.

To create a moving floor follow these steps:

- Select an existing floor.
- Press and hold [Ctrl]
- Move the selected floor to its desired initial position:



After releasing your mouse button and [Ctrl], you will be confronted with a box to enter various values:

- Duration of movement:
Amount of seconds the floor needs to move from its origin to its destination.
Directly affects its speed.
- Triggering Event:
 - none:
The floor will start to move as soon as the player does.
 - On touch:
The floor will start to move as soon as the player touches it.

Use your number keys to set the desired duration.

Up / down will change the setting of the triggering event.

[Return] confirms your settings.

If you ever want to change the settings of a moving floor – just click on it.

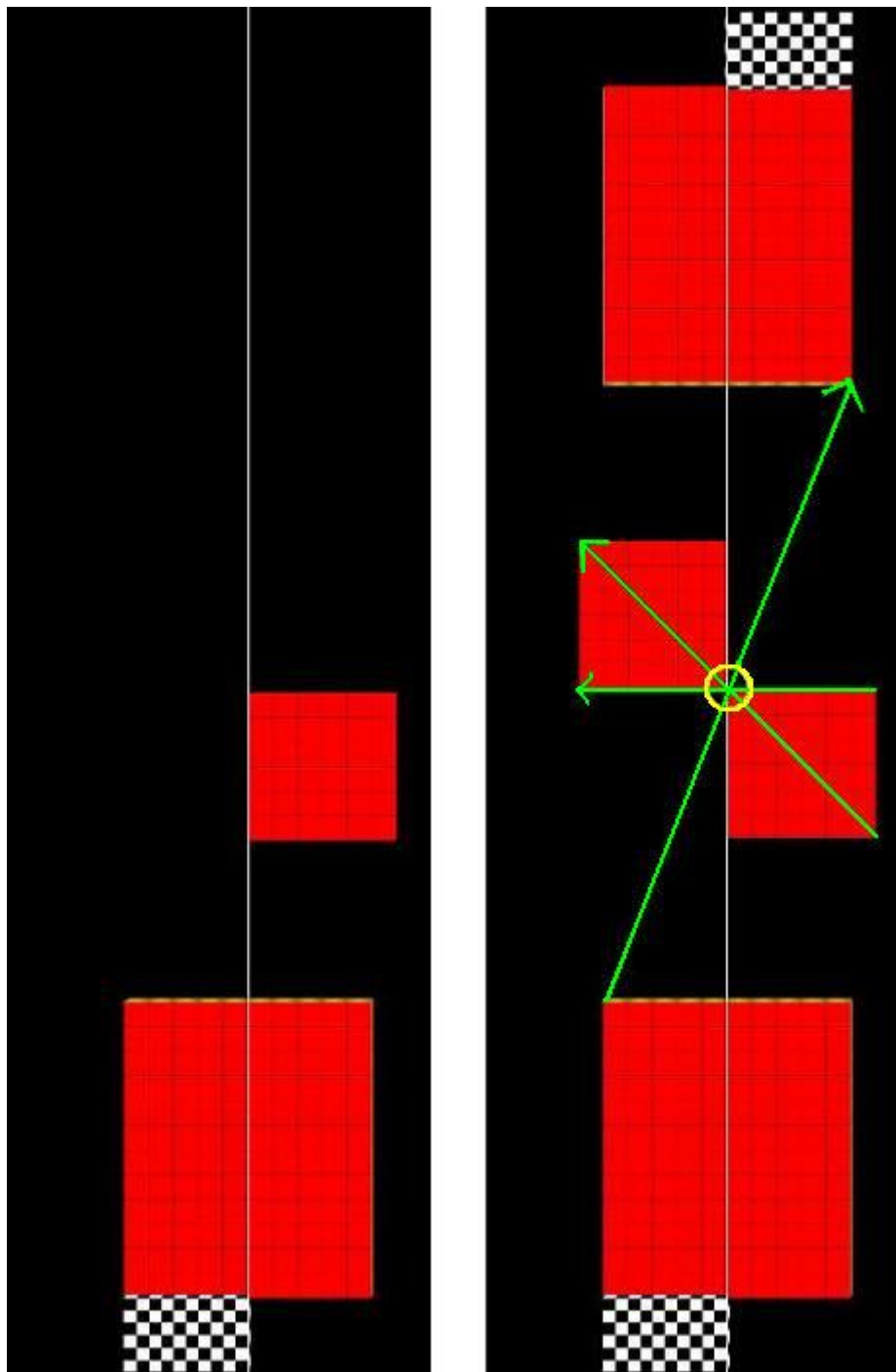
Race maps

Just build your level as shown above and save it as „**ra**-myname.slv“. It will then be available in Time-Attack and Race-mode.

Castle Attack maps

There's something special about Castle-Attack maps – to insure a map is equally balanced I've implemented an algorithm to mirror your map. This means you'll have to build the first half of a map only – the rest will be created in-game (and will not be displayed in the leveleditor)

Illustration:



To the left you see a screenshot of the maps as it is shown in the leveleditor.
To the right the in-game form of the map is shown.

As you can see, the map will be mirrored at the „Middle of the Map“- line and then again mirrored at its end. To understand this you might want to check the green „mirroring“ pointers and the yellow circle I've drawn to illustrate the process.
Now you finally know what the „Middle of the Map“ - line is for: It helps you to get an idea of how far the floor you just placed will be mirrored to the left / right.

To place one of the powerup-stars used in Castle-Attack mode just select the powerup button (19) and click on one of the existing floors. A small star will appear at the position you just clicked on.

Save your Castle-Attack map using the „**ca**-“ prefix. (eg: „**ca**-mylevel.slv“)

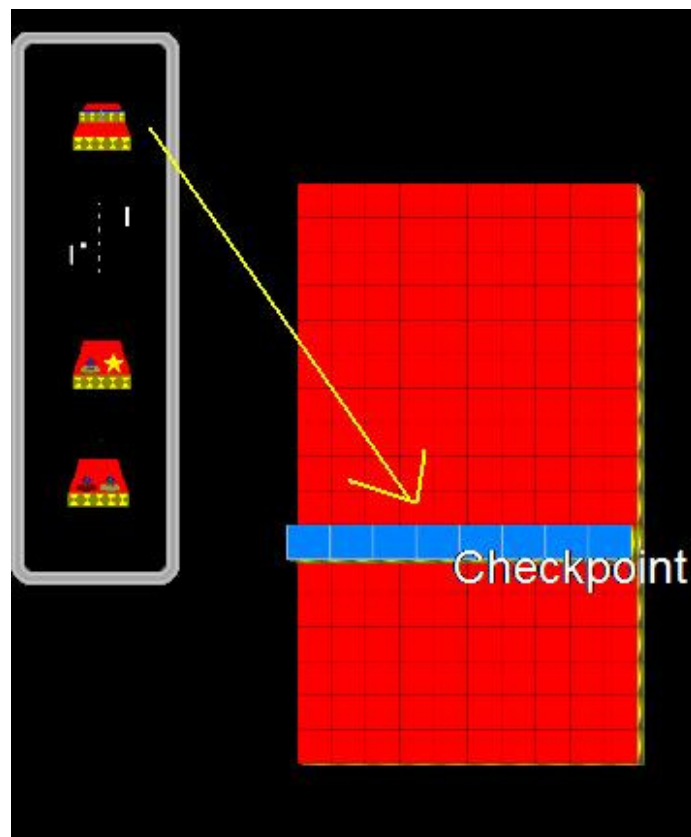
Singleplayer-Campaign maps

If you want to create a map for the Singleplayer-Campaign, you could just create a Time-Attack map and save it as „**s**-mylevel.slv“ - it will be inserted into the campaign maplist at the appropriate position (campaign maps are sorted lexicographically).
If you do so, you'll however miss some of the most interesting features of Campaign maps:

Checkpoints:

Use button (1) and click on an existing floor to add a checkpoint at that position.

Note: Since players can start from here don't forget to give them some time to accelerate.



Pong Enemies:

Use button (2) and click on an existing floor to add a pong enemy at that position. You will then be prompted to select the enemy's difficulty (Easy, Medium or Hard).
Use up/down and [Return] to select the difficulty you wish.

Note: the player's position will be at the bottom of this floor. The enemy should therefore be laced at the upper end of the floor.

Lives:

Use button (3) and click on an existing floor to add a life at that position.
In-game the life will start to move once the player comes close to it. It knows how to jump and avoid obstacles.

Note: It is possible, that your level has some difficult parts that are too hard for the life's AI. Make sure you test your level several times and the results are satisfying.

Enemies:

Use button (4) and click on an existing floor to add a life at that position.
Works the same it does for lives. In addition enemies will try to catch up with you and push you off the edge of a floor.

General Note: Since levels are sorted alphabetically, make sure you don't insert difficult maps at the beginning of the campaign (or maps that are too easy at the end).

Now that's it as far as mapping is concerned. You now know all the facts about the leveleditor.

Might want to read the Tips though.....you never know.

Tips

1. Frequently test your maps – you will get mad if you are done mapping and testing shows you that all jumps are too short / long.
2. Save your work. Don't blame me if the leveleditor crashes and you lost the work of hours.
3. Share your work. I bet there are people out there that are starving for new Orbit-Hopper maps.
You are free to post any of your maps at the forum at <http://www.zneaker.com> .
4. Visit <http://www.zneaker.com> for updates of the game / this file.