

Orbit-Hopper Leveleditor

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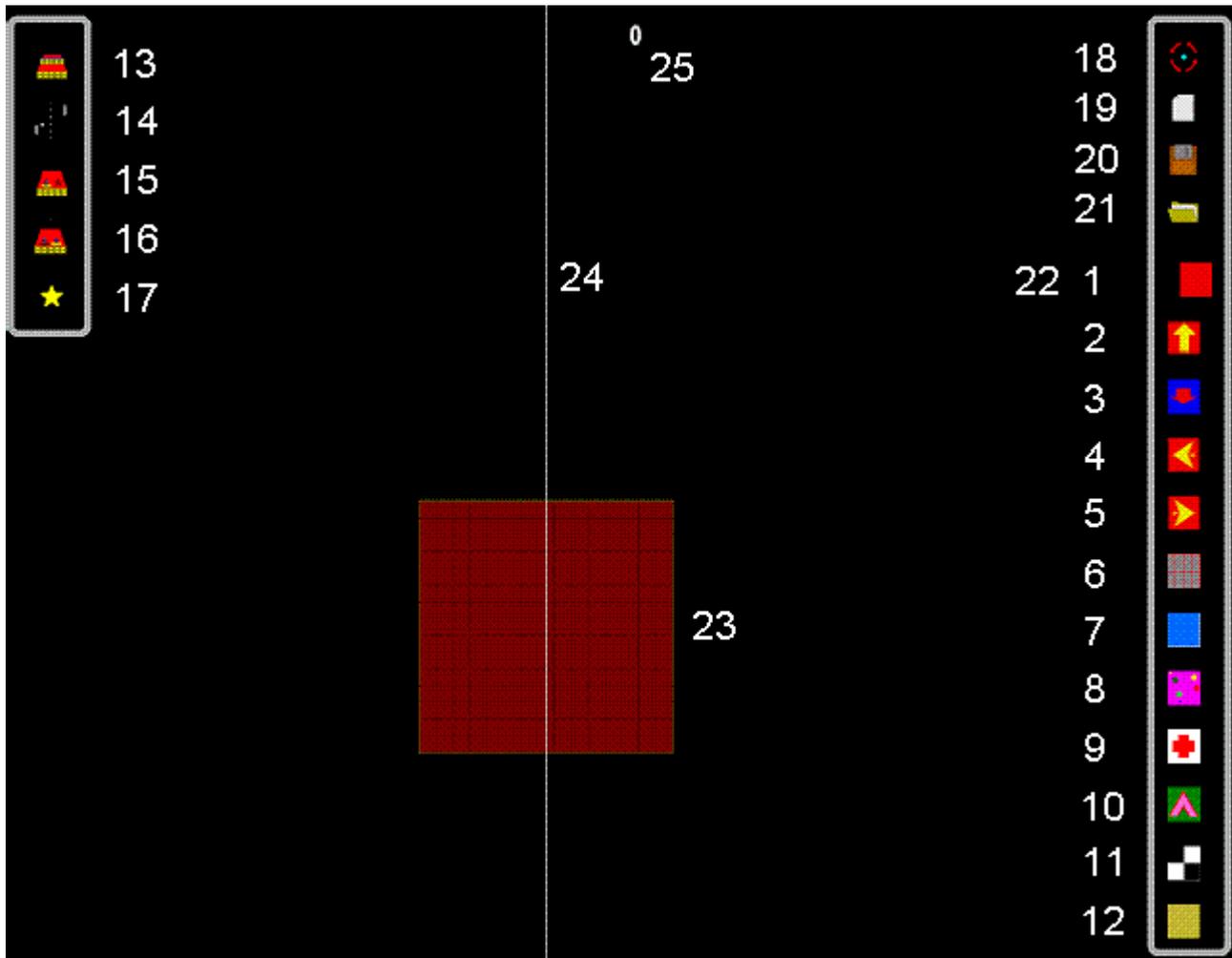
Introduction

This manual assumes that you are an experienced [Orbit-Hopper](#) player. That means that it is recommended that you know the effects of different floor- and gametypes.

How to start the leveleditor:

The leveleditor is part of the game - just select it from the main menu.

GUI – elements



Singleplayer – Campaign buttons:

- 13: Checkpoint
- 14: Pong-Enemy
- 15: Life
- 16: Enemy

Castle - Attack buttons:

- 17: PowerUp

General buttons:

- 18: Change View
- 19: New Map
- 20: Save Map
- 21: Load Map

Floor types:

- | | |
|---------------|-----------|
| 1: Normal | 7: Ice |
| 2: Speed | 8: Crazy |
| 3: Slowdown | 9: Health |
| 4: Left-push | 10: Jump |
| 5: Right-push | 11: Goal |
| 6: Damage | 12: Sand |

Miscellaneous:

- 22: Active floor tile (shifted to the right)
- 23: Top-down view of a floor
- 24: „Middle of the Map“ - line
- 25: Index of current floor (red, if floor is triggered or triggering s.th.)

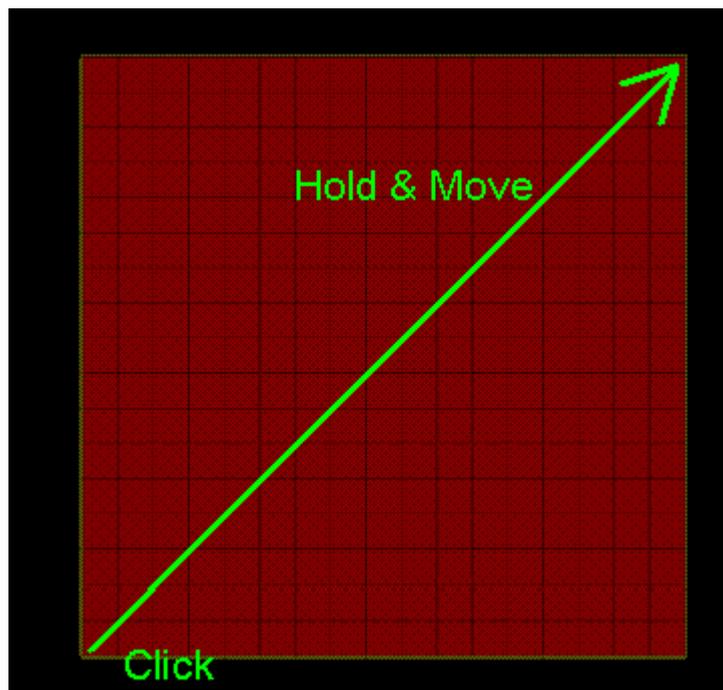
Basic Mapping

Navigation

Use arrow keys or [W][A][S][D] to move up, down, left or right and mouse-wheel to zoom.

Creating floors

Whenever you left-click and move your mouse (from bottom left to top right), a floor of the currently active type (22) is created and resized.



Once 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.

How to move floors

Select the floor you want to move. Now drag the floor to its destination. Note that you can only move a floor into the x and z direction and cannot manipulate its y-position or 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 subsection.

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 y-axis.

To view your map from the right side, or change the view back to the top-down view, click on the (18) 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. You might want to view the floor from the right side to watch your changes take effect.

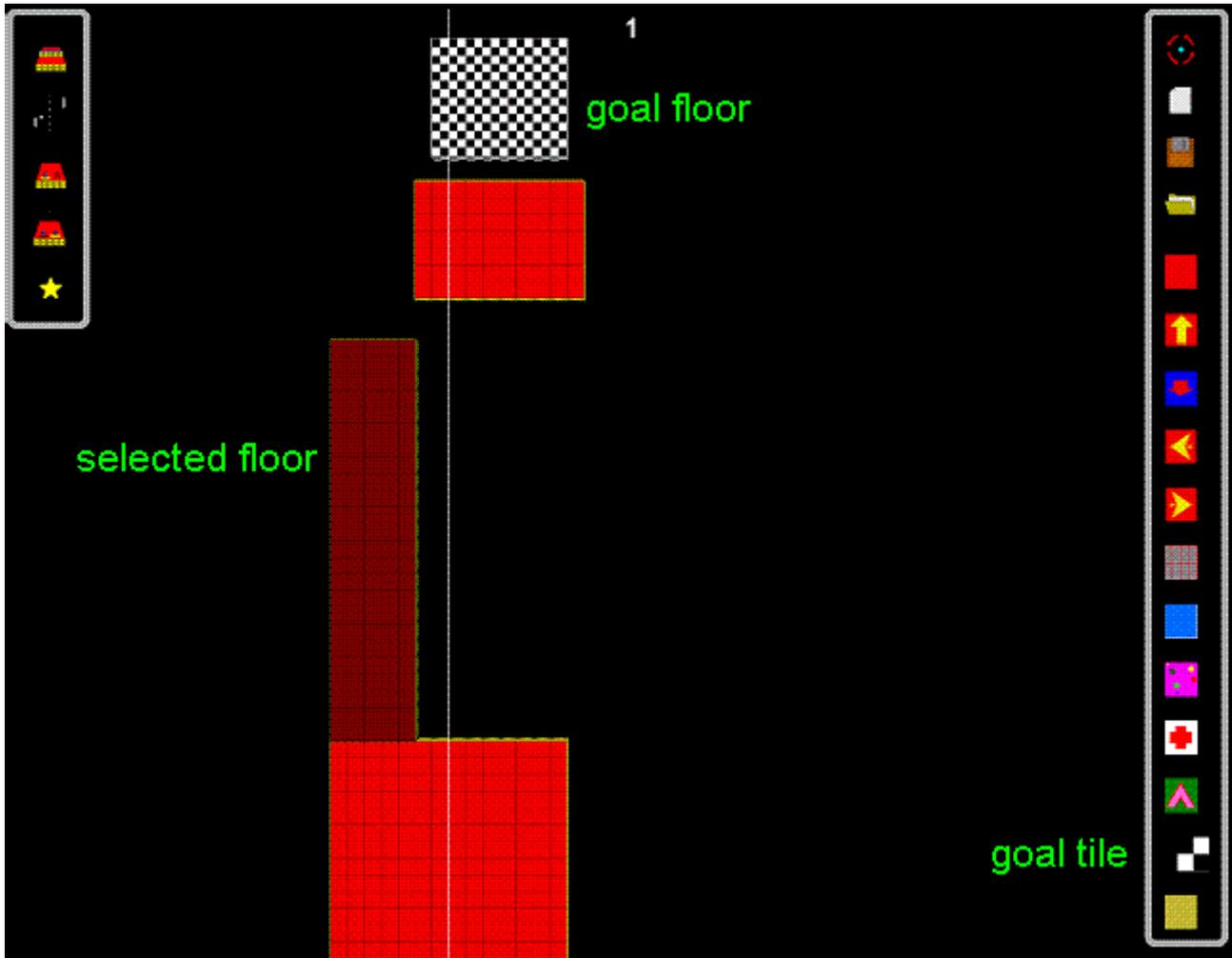


Floor with a height of 5 units.

Goal floor

As you know, each map needs a goal floor (11) 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 (20) to save. The required file-type (*.slv) is appended automatically if you forgot it, but „mymap.slv“ works as well.

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 load button (21) to load a map.

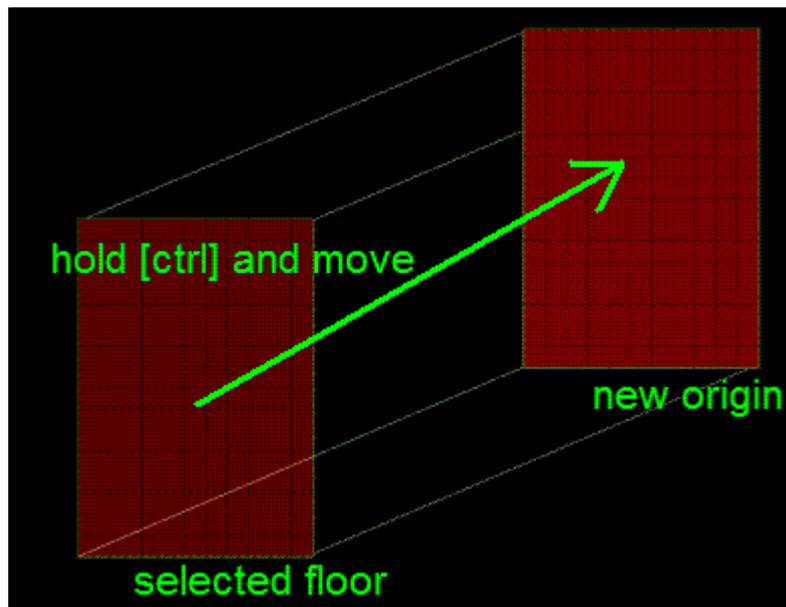
Congratulations – you now know all the basics of mapping. Want to map multiplayer maps or use other advanced features ? If yes, continue to „Advanced mapping“.

Advanced Mapping

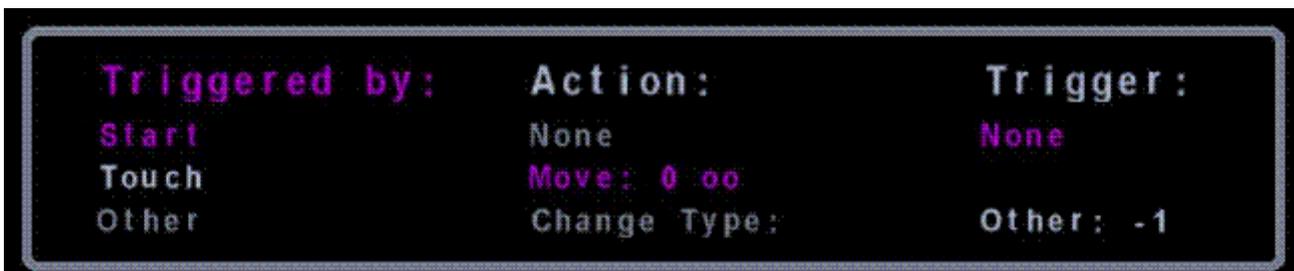
Moving floors

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:



The currently selected column is highlighted in pink. Additionally one item per column is highlighted as well – these items reflect your current attribute settings. Items displayed in grey cannot be selected.

To switch to a different column, use your [right] / [left] or [a] / [d] keys.
To cycle through items and/or settings, use the [up] / [down] or [w] / [s] keys.

Here are the details:

„**Triggered by:**“ - column:

The highlighted item determines how this floor's action is triggered:

- Start:** This floor's action will take effect immediately after the game has started.
- Touch:** This floor's action is triggered as soon as a player touches it.
- Other:** This floor is triggered by some other floor. (Indices of triggering floors will be displayed here)

„**Action:**“ -column:

The highlighted entry determines what the floor will „do“ once it has been triggered.

- None:** No action
- Move x [1/oo]:** The floor's movement from its starting position to its destination will take x (<= 32) seconds.
Use number-keys to change the value of x.
[1/oo]:
1: Floor moves to its destination and stops.
oo: Floor moves constantly.
Use [up] / [down] or [w] / [s] to change.
- Change Type x:** This floor changes its type to x.
Use [down] or [s] to change.

"**Trigger:**" - column:

The highlighted entry determines whether this floor triggers another floor.

- None:** No floor is triggered by this one.
- Other x:** Floor number x (index) is triggered as soon as this floor is.
- Note: Triggering a floor will toggle its action. This way you can literally turn a floor's action on/off by having it triggered by several other floors.

[Return] confirms your settings.

The index of this floor is now displayed in red.

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

Triggers

By selecting a floor and pressing [e] you can edit its properties.

This is used to create floors that can trigger other floors or change its state. To find out what the dialog box does, check "Advanced Mapping"- "Moving Floors".

Note: Your floor doesn't have to be a moving floor to change its attributes.

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“ in one of the campaign-folders - it will be inserted into the maplist of that campaign at the appropriate position (campaign maps are sorted lexicographically).

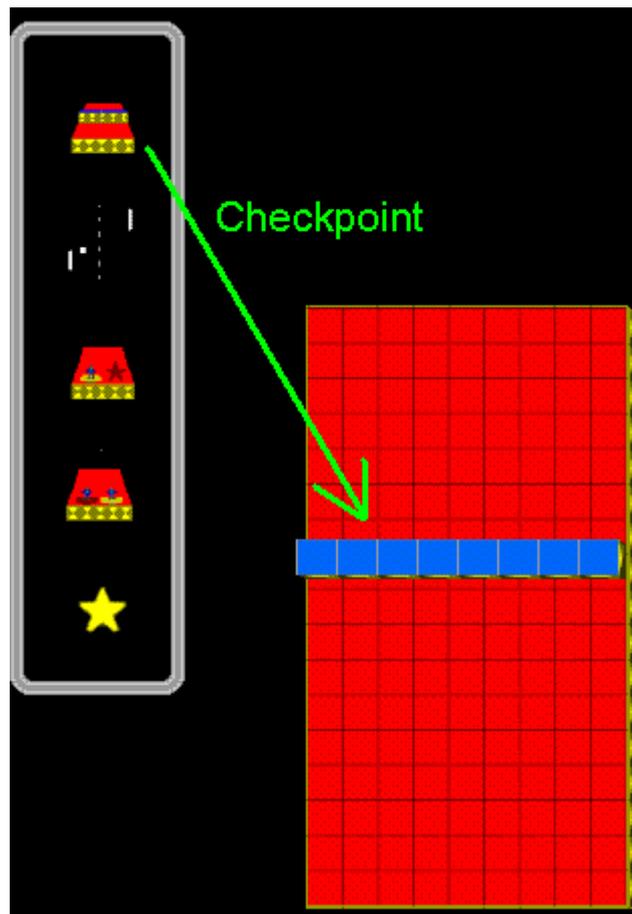
If you do so, you'll however miss some of the most interesting features of Campaign maps:

Creating custom campaigns:

- Create a new campaign folder: /maps/camp*
- Create a couple of campaign-levels
- Place them in your campaign folder
- Edit the description.txt file you can find in existing campaign folders and place it in your folder.

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 (14) 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 placed at the upper end of the floor.

Lives:

Use button (15) 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 (16) 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).

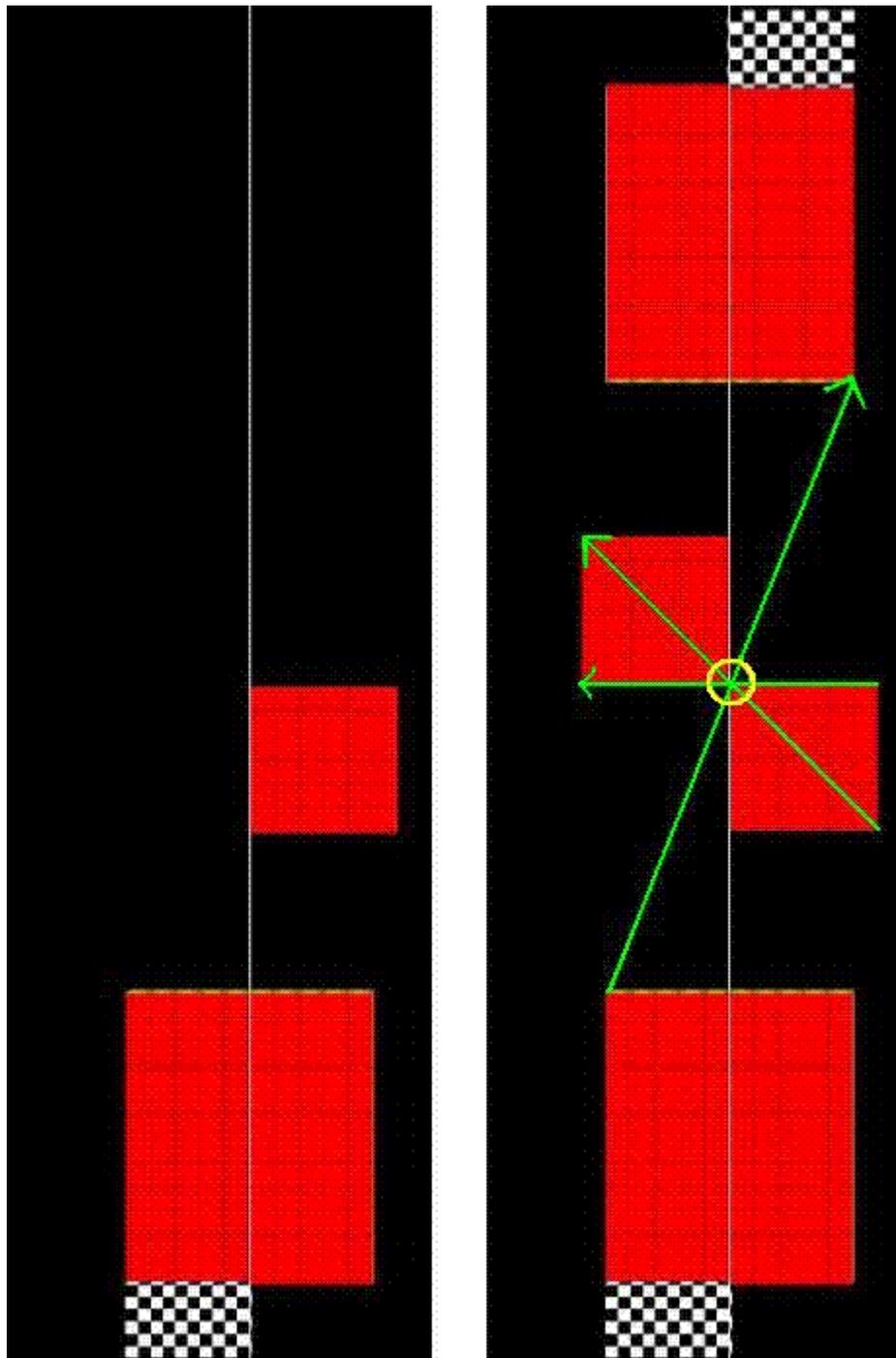
Race maps

Just build your level as shown 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“)

Now that's it as far as mapping is concerned. You now know pretty much everything about the leveleditor.

Might want to read the Tips though.....you never know ;-)

Tips

1. Frequently test your maps – or you might have to start all over again if you are done mapping and testing shows you that all distances are too short / long.
2. Save your work.
3. Visit <http://www.zneaker.com> for updates of the game / this file.

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