

Bouldedit

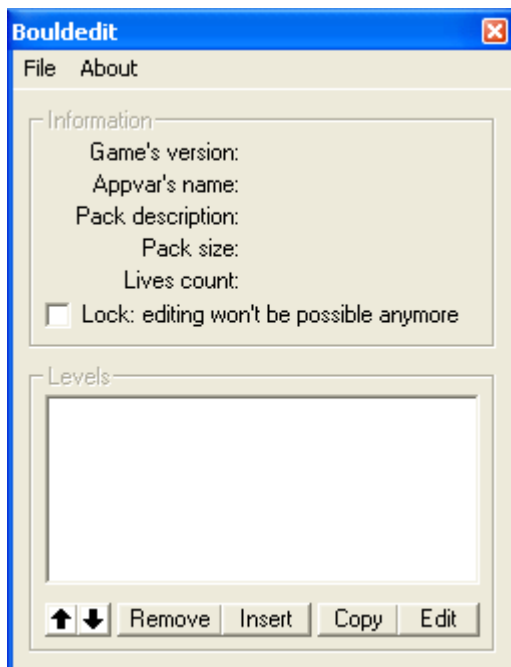
This document is a guide on how to use Bouldedit to create level packs for Bouldash. All you need to know about this level editor is explained here.

Have fun making your own levels!
Don't hesitate to send them to me, I'd be pleased to play your levels!

I) First use

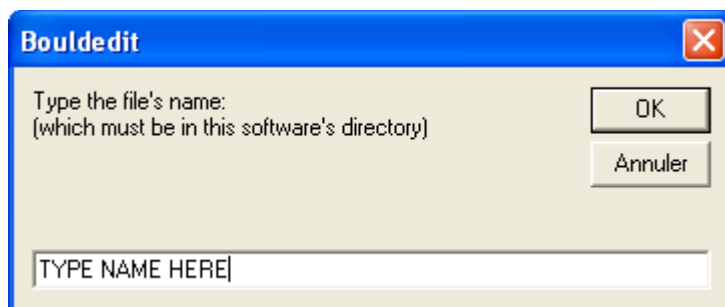
1) Making a new level pack

Here's the window you'll see each time you launch Bouldedit.



Currently, everything but the two menus is disabled. To make a new level pack, chose "New" in the "File" menu, or use the key shortcut Ctrl+N.

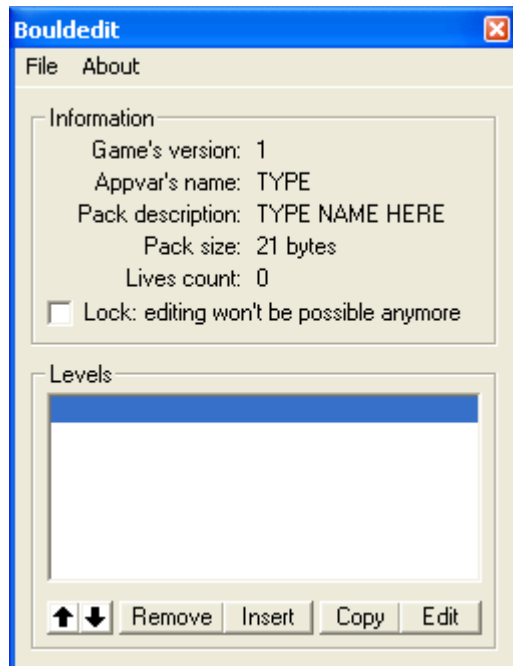
The following message box will appear.
Type a name for the file – it's not necessarily the future appvar's name.



*Note: The same message appears when you want to open an existing level pack.
Make sure the file you want to open is in the software's directory.*

2) Editing the level's information

Once you've made a new file or loaded an existing one, you can notice that all the areas are now enabled, and some fields were automatically filled.



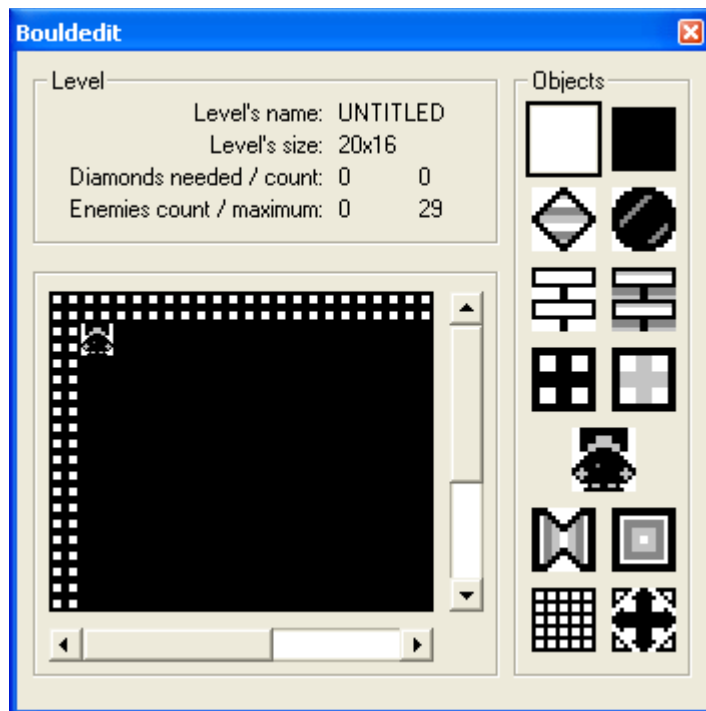
Some of the information displayed can be edited: you can change the appvar's name and to edit the level pack description (the description will be shown in Bouldash's "level pack selection" menu).

The number labelled "pack size" corresponds to the appvar's size, in bytes. It's refreshed with each change.

You also can set a limit to the number of lives (zero means unlimited), and lock the file. This option should be used right before publishing levels, if you don't want people to edit them, and you should always keep an unlocked copy of the level pack.

To start making a new level, click on the "Edit" button. It'll edit the current level highlighted in the list, but as there's none, a new level will be made.

3) Making a first level



A new window is shown, and the previous has disappeared. Here, you can edit the first level.

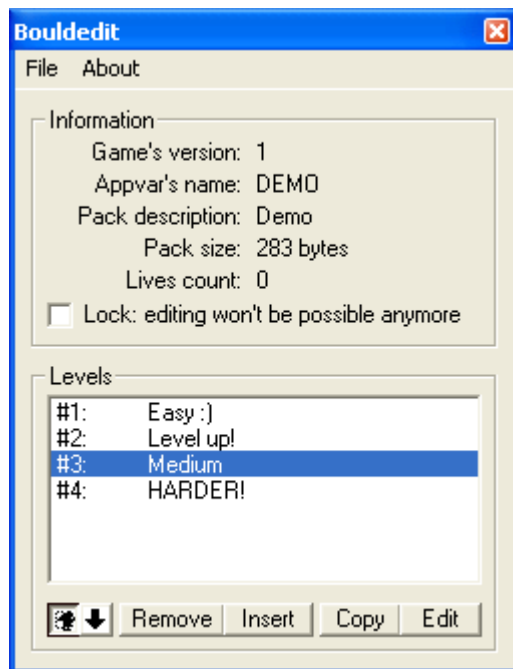
Give it a name, and double-click on the current level size (here "20x16") to set up a new size – this will reset the level. It's possible to resize a level while keeping its contents; this is shown later in this documentation.

Select the objects you want to put on the level, and click on the map to place them where you want. *Note: the two last items are not objects but tools explained later in this doc.*

Don't forget to set the amount of diamonds to collect. Zero is an invalid value.

Close this window once you're done editing this level. You'll be brought back to the previous window.

4) Organizing levels



When you've created one or several levels, you can reorganize them – by difficulty, for example. Select a level, and use the arrows to move it up or down, click “Remove” to delete it, “Copy” to duplicate it, or “Insert” to add a new level just before it.

You are still able to change the pack's information, and to check the “lock” box: be careful, each file locked won't be opened later by the editor.

Don't forget to save: you now have a .8xv file containing your level pack, ready to be sent to your calculator. You can also share your levels online!

Note: most of the already-made level packs aren't locked. Don't hesitate to play with them, and to get inspiration from their levels.

II) Advanced use

The level editor window features two editing tools at the bottom of the “Objects” toolbox:



a tool to resize the level



a tool to set the enemies' initial direction

1) Resizing a level

Select the first tool.

Hover your mouse above the level.

If your mouse is above a column of the level, a red rectangle will appear around that column.

If your mouse is between two columns of the level, a green line will appear between them.

Click on a red rectangle to remove the highlighted column.

The column will not be removed if it contains the player or if it's on the borders of the level.

Click on a green line to insert a new column there.

To remove and insert rows instead of columns, hold [Control] while hovering and clicking.

There are some restrictions on a level's size: the level dimensions must be at least 12x8, and the product of the number of columns and the number of rows of the level can't exceed 768.

2) Setting the enemies' initial direction

Select the second tool.

Instead of seeing the enemies in the level, you will see their initial directions.

Click on an enemy's direction to change it. You can choose between four different directions. The directions' icons indicate in which direction the enemies will move first, depending on the items that surround them.



If there's a "wall" (= not air) at the enemy's left, it will go down and follow this wall. Otherwise, if there's a "wall" (= not air) below it, it will go right and follow this wall. Otherwise, the enemy will circle left→down→right→up (if there's nothing on its path).



If there's a "wall" (= not air) above the enemy, it will go left and follow this wall. Otherwise, if there's a "wall" (= not air) at its left, it will go down and follow this wall. Otherwise, the enemy will circle up→left→down→right (if there's nothing on its path).



If there's a "wall" (= not air) at the enemy's right, it will go up and follow this wall. Otherwise, if there's a "wall" (= not air) above it, it will go left and follow this wall. Otherwise, the enemy will circle right→up→left→down (if there's nothing on its path).



If there's a "wall" (= not air) below the enemy, it will go right and follow this wall. Otherwise, if there's a "wall" (= not air) at its right, it will go up and follow this wall. Otherwise, the enemy will circle down→right→up→left (if there's nothing on its path).

When the level will be playing, the enemies will move in their order of creation: it makes a difference in how they will move if, during the level edition, you put several enemies in a row from left to right or from right to left, for instance.

III) Additional information

1) Level compression

Bouldash's level pack's file format supports compression, in order to reduce the appvar's size. Two compression methods are currently available: no compression, and RLE compression. Bouldedit automatically chooses the best compression method for each level.

The main window of Bouldedit shows the size in bytes of the generated appvar. It is refreshed each time a change is done (a level is edited or the level pack's description is changed).

In case you'd like to take advantage of the RLE compression to produce levels (that can be wide and tall) with a low byte size, or if you'd like to reduce the byte size of existing levels without downsizing them, try to have horizontal streaks of the same item. Several consecutive diamonds horizontally (or boulders, or walls, or dirt, or air, ...) will be compressed very well.