

Lemmings 2 Level Editor Manual

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	<i>TITLE :</i> Lemmings 2 Level Editor Manual		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Lemmings 2 Level Editor Manual

1.1 Lemmings 2 Level Editor. English Manual for MultiView V39

Welcome to the

Lemmings 2 Level Editor V2.0

Copyright 1996 by Chris Hodges .

WARNING: Read this first before using this software!

Requirements	Installation
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Introduction	Menus
Keyboard controls	Windows
Object Information	Playing custom Levels
~ Hall of Levels	FrequentlyAskedQuestions
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1.2 Legal Stuff

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Copyright notice

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Levels created with this Software are freely distributable and may not be sold for any profit.

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None of the files in this package may be modified or left out or distributed with other products without written permission from the author. No unrelated files may be added to any archive containing this program.

Special permission is hereby granted to include the Lemmings 2 Level Editor in FD collections such as Fred Fish's Amiga Library or Urban Müller's AmiNet archive or on AmiNet CDs.

Shareware Notice

This software is SHAREWARE. On the first installation you may test this program for 30 days. After this period you either have to Register or delete this software from your harddisk and have to install an unaltered version of Lemmings 2 again.

The registered version is not freely distributable. Each registered copy may only be used by the person it is registered to. See the Registered Software Licence Agreement for more details.

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1.3 What you require to use the Lemmings 2 Level Editor

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Requirements

This software was written in a very system friendly way, so it may not be as fast as a common hardware hack would be.

Requirements:

- Kick 2.05 (V37) or higher
- For Screenmode requester: V38+ of asl.library
- About 160 KB of Chip memory
- At least 300 KB free Fast memory
- MC68000 or higher
- OCS machine
- TV or Monitor
- Harddisk, with at least 0.5 MB free
- Lemmings 2 Harddisk version
(can be acquired from Aminet:game/patch/lems2HD.lha, CD 7 or Set 2 Disk C or directly from me (only the patch, not the game!)).

Recommended:

- Kick 3.0 (V39) or higher
- 2 MB of Chip memory
- 2 MB of Fast memory
- MC68020 or higher
- AGA machine
- Multiscan Monitor
- Commodities/AutoPoint or similar tool

Developed on:

- A4000/60 with Kick 3.0, 24 MB Fast
- 17" Multiscan Monitor
- Flicker fixer and CyberVision64

1.4 How To Install The Editor

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Installation

Installation is normally done using the Installation Script.

If you haven't installed this software yet, you may click [here](#) to start the script. (This might not work on all systems).

Please note that it's not done by just copying the Editor to your harddisk. PrepL2 is an essential part of the Installation. It installs the patch and creates some files and directories on your harddisk. Please read the Legal~Issue about this patch.

Normally, the Editor and associated files have to be placed in the same directory Lemmings has been installed in. Starting with V1.3 you can place the Editor anywhere on your harddisk, if you pass the location of the game using the "LEMMINGSDIR=drawer" ToolType.

No assigns are needed. The Editor will search in following directories for the following files:

This manual & online help:

Starting with V1.3 you may even specify the location of the manual using the "HELPPFILE=file" ToolType.

Filenames: "L2Ed.guide"
 "L2Ed_E.guide"
 "L2Ed_V37.guide"
 "L2Ed_E_V37.guide"
Drawers: "PROGDIR:"
 "PROGDIR:Help"
 "PROGDIR:Docs"
 "HELP:"
 "HELP:Guide"
 "HELP:English"

Registered keyfile:

```
FileNames: "L2Ed.key"  
Drawers:   "PROGDIR:"  
          "DEVS:Keyfiles"  
          "S:"  
          "ENVARC:"
```

The supplied installation script is also able to remove the editor from you harddisk again.

If you want to disable the internal filecache specify "NOFILECACHE" in the ToolTypes.

Use the "WORMSDIR=drawer" ToolType to specify the default directory for Worms level saving.

1.5 Introduction

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Introduction

The Lemmings 2 Level Editor is a (quite obvious) Level Editor for Lemmings 2 by DMA Design. You will be able to create up to 8 world files for all 12 tribes (+ Practice levels), each one containing 10 Levels (that's up to 960 normal and 32 Practice levels in total).

Summary of features:

- Selectable Screenmode (runs on ECS or AGA chipset or even on graphic boards).
- Font sensitive menu and gadget layout.
- Efficient built-in file caching system.
- NewLook Menus on Kick 3.0 or higher.
- Tries to keep new look with different palettes.
- Tries to keep everything readable on Kick 2.0, which doesn't support full DrawInfo.
- Online Help in menus.
- Window positions are saved along with the preferences.
- Iconify.
- Plot, line and bar drawing modes.
- 64 KB Undo/Redo buffer with unlimited steps.
- 100% assembly language code.
- No hardware hacking!
- Has been tested with Mungwall and Enforcer (+ Memory Protection option)

However, it is not possible to create a new tribe with completely new

graphics and objects etc.

General Information on Levels

Lemmings Levels can be separated into three main parts:

1. The Level Map, which is build up using 16*8 pixel sized predefined block graphics, both transparent and solid for the Lemmings.

The Levels can be of varying sizes, and can be visibly reduced by a limiting border (this is the white dotted box seen in every map). Lemmings going past this border will vanish.

The blue dotted box has a dragging knob in the lower left corner and defines the area at which the users looks at the start of the level.

Manipulating the map can be either done using Raw Blocks, these are single blocks, selectable from about 600 different blocks, or Block Elements. The Block Elements are predefined chunks of blocks and are displayed shrinked to 1/4 of their actual size, because the layout is taken directly from the graphics file and the graphics would be to wide (320 pixels).

There are three drawing modes to be applied to both Raw Blocks and Block Elements: Plot, Line and Bar. All drawing operations can be undone and redone multiple times.

The Raw Block and Block Elements windows can be sized, and normally don't display all the available blocks at a time. Pressing Space or the right mouse button will flip to the next page of blocks.

NEW FEATURE FOR V2.0: Maps can now be drawn with any painting package and after having saved the graphics as IFF-ILBM picture, it then can be imported directly into the Editor as Level Map! The graphics must be exactly the same size as the Level and consist exactly of 16 colours (4 bitplanes). The palette should be similar to the one used in the game,

as the object will still use the old colour indexes. Therefore example pictures containing the original palette for each tribe have been included in the custom folders. See [here](#) for more details.

2. Objects, placed over the map, like starts, exits, traps, water etc.

There can be up to 64 objects on each levels. Objects normally should not overlap, but this is not tested for. Objects are drawn in the order they have been created.

All Objects can be dragged, some of them can even be sized. The Objects on the map are displayed together with Object Indicators .

More information on Objects see [here](#)

3. Level preferences , e.g which Lemmings are available to the player.

You first should have a look at the Keyboard Layout , then see what the

Windows do and how they are controled.

After that, you might want to see the rest of the Menus .

Background story

Having enjoyed Lemmings 1 and it's Data Disk, I immediately bought Lemmings 2 - The Tribes on release in 1993. Sadly enough, I made it through in a short time. I also bought All new World of Lemmings (Lemmings 3), but was quite disappointed by it.

So in the beginning of 1996 I had the idea of making a Level Editor for the great game Lemmings 2. I had a first look at the files on the disks: I found the graphic files of each style, but not the actual level files. So I examined the main executable and finally found them there, RNC packed (which was no problem to decrunch because I had used a RNC decrunching routine long ago in my AMOS AMCAF-Extension (have a look at this one, if you're an AMOS programmer!)). Then I started to write a Level viewing program in AMOS, which was quite easy, except of finding out images of the level objects. I just couldn't find out, which information the chunks contained. So I gave up.

One night, I had an idea to get this data, and after two days of trial and error, the level viewer was finally finished.

But then there was the next problem: The level files were in the main program. How could I get Lemmings2 to load the levels instead of unpacking them from inside? There was only one solution: Using a disassembler to find out, where the level decrunching routine was. After one week of mindboggling decoding, I finally found it. I wrote a quick patch to load the levels. But that was not enough: I had to create some kind of selection screen. So I went into more resourcing and another week passed before I got a nice screen with fading and using the built-in text routines of Lemmings.

Now I had to write a small program that installs this patch. That was hardly any work and was finished soon. Now I could start coding on the main editor. Taking routines from other projects I'm working on, it gave me some quick start off. But it took me one whole month to finish it to it's first usable version V0.7, which I gave my younger sister to create some levels with. After one week, I was nearly finished with the general stuff. So I started writing this manual (15-Aug-96). To do list: Object optimizer, Keyfile/Registering code, Menu and Button Online Help, Trace Mouse, general beta-testing.

Well, it's now the 26-Aug-96, and I'm nearly finished (V0.99). Still, the manual is pretty incomplete...

1.6 Keyboard controls

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Keyboard controls

There are a lot of keyboard functions which cannot be seen directly from the menu. Take your time and have a look at these:

No-Qualifier:

Escape Quits program

Help Opens this guide if available

u Undo

r Redo

o Open/Close Objects window

b Open/Close Raw Blocks window

e Open/Close Block Elements window

Space Flips pages in Raw Block or Block Elements window if activated

Return Activates level window. Try this one, if you don't use Autopoint

Del Deletes selected Object

1-0 Select Level from 1 to 10

Right Amiga-Key as qualifier (keys can also be seen from the menu):

1-8 Open World

S Save World

A Save World as

W Writeback Level

? About

I Iconify

Q Quit

Z Level Prefs

P Change Drawing Mode to Plot

L Change Drawing Mode to Line

B Change Drawing Mode to Bar

V Paste Level

X Cut Level

C Copy Level

N Erase Level

1.7 Windows

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Note: Using an Autopoint utility like the one supplied on the workbench disk (in the Tools/Commodities-Drawer) or MultiCX, makes the editor much simpler to use, as the windows don't have to be activated by hand. If you don't want use autopoint, don't forget you can only activate the level window by either clicking into (can be very annoying), or pressing the Return key.

Level Map Window:

This is the backdrop window, which is used to display the level map. Normally, this window is as big as the screen (exception see here).

What you actually can see on the map is controlled with the Show -Prefs.

Raw Blocks Window:

Holds all the Raw Blocks available. Clicking on a block will make it the active one, and the mode will change to 'Raw Blocks' (see Screen Title).

If you click on the same block a second time, all blocks will be ghosted, indicating the block now being transparent.

Drawing with a transparent block 0 (the empty one) will not erase the graphics underneath but make keep them as they are, but making them transparent.

Depending on the size of the window, it might not show all the blocks available. Switching to the next page is either done by pressing the Space-key or clicking with the right mouse button.

Using Raw Blocks you can create a lot of never seen level layouts, for example fake objects (blocks, that look like solid blocks, but aren't!).

Note that clicking on a object or drag nob will switch to no-op mode after the operation, so you need to reselect the block before you can draw on the map again.

If you have selected the Picks up mode for the Right Mouse Button ,

you can also select the block you want to draw with using the right mouse button on the level map.

Block Elements Window:

Block Elements are predefined images which are often needed during level design. I took them directly from the graphics file. It seems as if the original Psygnosis level editor used a 320 pixel wide Lowres screen, where you could select these Block Elements. However, 320 pixels is too wide for my Editor (or do you prefer to have a 320 pixels wide window on your screen all the time?), so I had to shrink them down to 1/4 of their original size (half width, half height). Don't forget this fact. The graphics can be interpolated to get better results.

Block Elements are shown on the map while you move your mouse around, making it easier to figure out where it would be best to place them.

Selecting Block Elements is pretty similar to the procedure with Raw Blocks: One click selects the Element, another one toggles transparency.

Page flipping works exactly the same like above.

Note that clicking on a object or dragging/sizing nob will switch to no-op mode after the operation, so you need to reselect the block before you can draw on the map again.

Picks up doesn't work for Block Elements.

Objects Window:

This window contains a listview gadget with all the objects available. Selecting one will take you to the Place Object mode, so you can paste the object to the map. You can have up to 64 Objects on the map. If you run out of Objects, the Object Optimizer might help.

Unlike the blocks on the map, objects can be dragged by clicking on the dragging nob in the top left corner of each object.

Some objects can be sized: They have a second nob in the bottom right corner.

If you want to delete an Object, you can do this by selecting it (and then pressing the Del key), or alternatively, if you've set the Right Mouse Button mode to Deletes, just click on an Object with the right mouse button.

More information about Objects can be found [here](#).

Level Preferences Window:

See [here](#).

1.8 Information on the Patch itself

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Information on the Patch itself

The installation script installs a patch into Lemmings which makes it possible to load up the custom levels. Everytime the main code tries to load a level, the L2 Editor Patch Screen comes up, giving you the possibility to select your world file you want to play.

Then you've got three choices:

1. Accept and sleep:

The patch will take your setting for all futher loading activities and will never show up again. If you want to change it again, press and hold the right mouse button when you expect the program to show up.

2. Accept:

Just accept this setting, but show up everytime Lemmings is going to load a level.

3. Cancel:

Ignore your setting and load up the original levels.

If your world file is not in the list of selectable files, try to update the catalogs from within the Editor.

Moreover, starting with V2.0, you can quickly exit the game by pressing the Shift-Q key while playing.

1.9 More Information on Objects

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Object Information

All Objects can be dragged to any position on the map, as long as they stay completely in the map. Dragging is done by pressing the left mouse button when the pointer is above a small nob in the top left corner of the object. Keep the button pressed and move your mousepointer, the object will follow into it's new position until you release the button again.

Some Objects have a second nob in the lower right corner, which is used to change the Objects size. Sizing is done in a similar way to dragging.

There's a maximum of 64 Objects on the each level. The amount may be reduced using the Object Optimizer .

Try to keep Objects off overlapping. Objects are drawn in the order they have been created. Deleting an Object will create a gap in the Object list, which will be filled when you create a new Object.

For the following Objects more information available:

- Start
- Exit & Exit (solid)
- Water (top & bottom)
- Solid Blocks (any size)
- Roundabout
- Cannon/Catapult
- Dino/Plant Catapult
- Trampoline
- Sand Container & Toggle
- Teleports
- Steam Leak & Toggle

1.10 Object: Start

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Object: Start

This is the Object the Lemmings start from. There always must be at least one Start Object, although you can place a lot of them around the level.

Keep these objects within the level boundary!

How fast the Lemmings leave the Start Object can be changed with the Release Rate slider in the Level Prefs .

1.11 Object: Exit

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Object: Exit

This is the Object all the Lemmings should walk into to complete the level. If you're not creating a Practice level, there should be at least one, although there can be as many as you like.

You have to be a little bit more careful when it comes to exits. The exit will not work if you do it wrong.

There are two types of exits: Normal ones and solid ones. The first type just contains of the exit, the latter have one or two solid blocks underneath.

Normal exits can placed anywhere as long there is NO solid block underneath them. If you need a solid block below the exit, use a solid exit instead.

Solid exits can be placed anywhere on the map. Be sure you don't overlap the solid block with other solid blocks or the exit won't work.

1.12 Object: Water

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Object: Water

Water always consists of two parts: The top part and the bottom part. The top part is not harmful for the lemmings in any way. The bottom part really

is water with all its dangers.

Note that both parts can be sized, so please don't place single water pieces all over the place.

Also note that a Lemming equipped with Swimmer and Magnoboots can walk underwater!

1.13 Object: Solid Blocks

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Object: Solid Blocks

These are blocks which cannot be destroyed by anything. Solid blocks can be sized and you should use this feature wherever possible.

You might create levels with graphics that look like solid blocks, but aren't. But don't use this feature too often because it's very irritating and annoying.

1.14 Object: Swing/Roundabout

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Object: Swing/Roundabout

This is the famous Roundabout which is found on many levels. Note that you should not place too many of them on your map, because Lemmings cannot cope with too many chains.

Also note that the swinging frequency is dependant on the length of the chain, which can be changed by sizing the Roundabout up and down.

1.15 Object: Cannon/Catapult

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Object: Cannon/Catapult

Cannons always shoot the Lemmings to the left where as Catapults eject them to the right.

Neither the cannon nor the catapult itself is displayed on the map.

Note that catapults need at least three chain parts to operate correctly.

There's a maximum length for all the cannon/catapult chain segments, so if anything goes wrong on your level, reduce the amount of cannons/catapults or their lengths.

1.16 Object: Dino/Plant Catapult

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Object: Dino/Plant Catapult

These are lemming catapulting Objects.

Lemmings passing the Dino Catapult will be shot to the right. Can only be found in the Cavelem Tribe.

The Plant catapult only works if the Lemmings fall from above onto it. Can only be found in the Outdoor Tribe.

1.17 Object: Trampoline

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Object: Trampoline

Lemmings falling onto a Trampoline will jump much higher, landing softly (in most cases). The height of the jump is determined by the position the Lemming fell onto it.

1.18 Object: Sand Container & Toggle

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Object: Sand Container & Toggle

These are special objects never used in the original levels, probably due to a bug (see below). These objects are only available in the Egyptian and Shadow Tribes.

The Sand Container contains a liquid that is similar to the one a Filler Lemming spreads. If the area below the container empty, it will release it's liquid from the beginning of the level 'till a Lemming disables it using the Sand Toggle.

If you select a Sand Toggle or Container, the corresponding Object will be marked with a box in green colour (if available).

Warning: Bug!

The Sand Container needs some special care: There's a bug in Lemmings that will cause the game to crash under right conditions: If the sand reaches the opening hole of the Sand Container, the game freezes. To avoid this bug, always make sure that the sand can run off the level somewhere, or limit the time so that it can't reach this height. Have a look at the provided levels to get the grip of it.

1.19 Object: Teleports

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Object: Teleports

Teleports are only available in the Space Tribe. They teleport one Lemming at a time to another Teleport Object.

To see the destination of a Teleporter, select it and you'll get a green box around the target Teleporter.

NEVER place an odd amount of Teleporters on a map, this will lead to unpredictable effects or even crash you computer when playing Lemmings 2.

1.20 Object: Steam Leak & Toggle

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Object: Steam Leak & Toggle

Steam Leaks are only available in the Sports Tribe. Lemmings running into the steam will be ejected in the direction the steam blows.

Steam Leaks can be turned off and on again using the corresponding Toggle. To find out which Toggle or Leak will interact, select the Object and a green box will appear on the target object.

NEVER let two steam leaks overlap that blow into different directions, this may crash Lemmings 2.

Currently, the steam sprites are displayed as pipe parts, but I hope you can imagine what it should be :-)

1.21 Hall of Levels

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Hall of Levels

List of available Levels in no particular order. Thanks to their creators for supplying them!

Last time updated: 20-Jan-97. New since last update:

Shadow:

Impossible Mission:

- Wet selection : Added on 01-Jan-97.
- The Galton Board : Added on 18-Jan-97.

Available Levels:

Classic:

Beach:

Cavelem:

Insane by Thomas 'Lofwyr' Büttner. Containing

- Jumping Jack : Well, probably easy, if you can cope with the timing.
- Bombing Jimmy : Easier form of Jumping Jack.
- Zum Aufwaermen : It's just easy. Well, that's what I say.

Circus:

Gaaauuudiiii by Melanie 'Panther' Hodges. Containing

- 0815 : Pretty easy level. Timing is everything ;)
- The running Lems : Cannot be called absolutely easy.
- Tame that wildcat! : Nerve killing wicked level (timing!).
- McLemmans riddle : Take care of those invisible traps.

Egyptian:

Anything but funny by Melanie 'Panther' Hodges. Containing

- Don't believe u'r eyes : Wicked due to many illusive traps.
 - Up and down... : Easy, but watch your time!
 - Oh no! I'm falling : Can't be easier ;)
 - What do u really see? : Not everything is real...
-

Highland:

Scotland Yard by Melanie 'Panther' Hodges. Containing

- Too much water : Easy... actually?!?
- A long way home... : Don't forget the other side.
- Stressy thing! : Release them at the right moment, otherwise it'll be quite narrow.
- Take a Trip down there : Take care which exit you want to take.

Medieval:

A Hard Days Knight by Thomas 'Lofwyr' Büttner. Containing

- Aller anfang ist schwer : Many ways home.

Outdoor:

Polar:

It's cool man by Thomas 'Lofwyr' Büttner. Containing

- Deep Thought : [comment ommitted]
- Vorsicht Eis : [comment ommitted]

Shadow:

Impossible Mission by Chris Hodges. Containing

- So near and yet so far : Pretty easy, if you use the shortcut.
- Building Skyscrapers : Found a little bug in Lemmings :-)
- Good Luck, Jim : Weird and wicked level. Think first!
- Labyrinth of Illusion : Hard, although you've got plenty of tools.
- Oh, it's not that easy! : Looks easy, is easy, but not for you ;-)
- Wet Selection : Another weird level. Not too hard though.
- The Galton Board : Too much level-a maths ;)

Space:

Intergalactic Cries by Thomas 'Lofwyr' Büttner. Containing

- Teleporter Mania : [comment ommitted]

Lost In Space by Melanie 'Panther' Hodges. Containing

- Oh no! Not again! : It's not that hard, really.

Sports:

I hate Sports! by Chris Hodges. Containing

- Oh! No more Lemmings! : Pretty easy...
- Freestyle Building Compo: Do what you want to get to the exit.
- The Magic of Magno Boots: A new usage for the fab Magno Boots!
- A long way down - and up: VERY hard, this one.
Hint: Use the floater above the trampoline.
- Spell Tarzan with an 'L': <sigh> I only made it once!
- The Chaos Engine : Also a pretty hard level.

Practice:

PS: All levels can be solved without any modification!

If you want to sent their creators bombs or anything like that, here are the addresses:

Melanie 'Panther' Hodges (13 levels)
Kennedystraße 8
82178 Puchheim
Germany
E-Mail: panther@hotline.pfalz.de

Thomas 'Kriegsheld' Büttner (7 levels)
Adenauerstraße 10
82178 Puchheim
Germany
E-Mail: lofwyr@hotline.pfalz.de

Chris 'Platon' Hodges (13 levels)
Kennedystraße 8
82178 Puchheim
Germany
E-Mail: platon@cu-muc.de

33 Levels in total.

1.22 Frequently Asked Questions

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Frequently Asked Questions

Q: How do I create Practice Levels with different Tribes?

A: Simple thing this is... first design your level with your preferred tribe, then save it to disk (or copy it to your clipboard) and load it into your Practice world file.

Q: I have designed a level, but everytime I want to play it, my computer crashes. What am I doing wrong?

A: First check your level name for illegal characters (>127), then look if you use too many roundabouts or too many catapults/cannons. Also try to reduce the chain lengths of cannons and catapults or temporarily remove them. If this isn't going to solve the problem, send me the level and I'll try to find out what's wrong.

Q: I'm using Exits in my level, but somehow, the Lemmings just walk past them. What the hell is happening?

A: You probably have made a little mistake with solid blocks underneath the exit. Refer to the Object Information on Exits .

Q: The Blocker (or Attractor) Lemming doesn't work!

A: The Blocker only works with the Classic Tribe. The Attractor doesn't work in the Classic Tribe (there had been no Attractor in Lemmings 1).

Q: I'm running out of objects all the time. I've used a lot of solid blocks and water.

A: You're probably not using the sizing feature for solid blocks and water. Try to replace single objects with one long object stripe. Or if you're registered, just run the Object Optimizer .

If this doesn't solve the problem, try to replace solid blocks with fake ones (using Raw Blocks), where the player won't notice the difference.

Q: I've tried hard but I can't get past the first level(s). How can I play the other ones without having made the predecessors?

A: There's a cheat to play all the levels. On the Lemmings 2 Title screen click in all four corners until you hear a "Let's go" sound (not the one from the music).

Q: Why do I lose 48 bytes each time I start and quit the program?

A: This seems to be a bug in the amigaguide.library or the datatypes and is not a problem of the Editor itself.

Q: When I play Lemmings on my Computer, the sound effects disappear after a short while. What's wrong?

A: Dunno, but on my 68060 it disappears if I don't turn off the music. Might be a bug in the med replaying routine.

1.23 How To Register

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How To Register

I spent a lot of work and time in the Lemmings 2 Level Editor, so I think it's only fair to demand a little reward, if you want to use my program on a regular basis.

If you want to register, please fill out the Registration Form or send me a normal letter with the necessary information.

What you get:

- The latest version of the Editor and a personalized keyfile, which will enable all functions in the Editor.
- About 30 or more new levels to play with.
- Full support concerning the software.

The following things are not possible in the unregistered version:

- Edit other Tribes than the Space Tribe.
- Writing back other levels than Level 1.
- Loading and saving levels to disk.
- Using the object optimizer.
- Change every level parameter (release rate, time etc.).

Registered Software License Agreement

The author of this software will grant the Licensee a limited, nonexclusive right to use the program Lemmings 2 Level Editor and it's associated files on a single machine. The producer will hand out a special identification file called the key file to the Licensee. This key file will enable the Licensee to fully use this software package according to the terms of this license. The key file is strictly for personal use by the Licensee only. You may not duplicate, distribute, hire or sell a keyfile. Any disclosure of the key file will invalidate the license and the key file itself.

The Licensee will be held liable of any damage arising out of the disclosure of the keyfile. The product is provided as is without warranty of any kind, either express or implied, statutory or otherwise, including without limitation any implied warranties of non-infringement, merchantability and fitness for a particular purpose. The entire risk as to use, results and performance of the product is assumed by you and should the product prove to be defective, you assume the entire cost of all necessary servicing, repair or other remediation. In no event shall the producer of this product or it's resellers be liable for any property damage, personal injury, loss of use or other indirect, incidental or consequential damages, including without limitation, any damages for lost profits, business interruption or data which may be lost or rendered inaccurate, even if I have been advised of the possibility of such damages.

This agreement shall exclusively be governed by the laws of the Federal Republic of Germany.

Payment

There are four ways to pay the money:

Cash:

If you want to pay in cash, the Shareware fee is 30 DM or US\$20 or £15). Other currencies cannot be accepted. There shouldn't be any problems if you place the bills in the envelope in a way they can't be seen from outside.

Cheques inside Germany:

Just send me a cheque for 30 DM.

Cheques outside Germany:

It costs me a small fee to accept foreign cheques, so I have to charge you extra (sorry): Please send me a cheque for 35 DM or US\$24 or £17 or the equivalent amount in your currency.

Bank transfer:

You can transfer 30 DM to my bank account:

Christopher Hodges
Account 359 68 63
Sparkasse Fürstenfeldbruck
BLZ 700 530 70

Please don't forget to include your full name, so I'm able to see who transferred the money.

Special gifts:

The guys listed here may get a free copy (or in exchange to a registration on their software?):

- Henning Baron
 - Olaf 'Olsen' Barthel
 - Rainer Benda
 - Thomas Büttner
 - Andy Church
 - Andy Davidson
 - Marco Eberhardt
 - Peter Elzner
 - Dirk Farin
 - Dirk Federlein
 - Jonathan Forbes
 - Nicolas Franck
-

- Tobias Großer
- Holger Kruse
- Peter Kunath
- Alexander Kunz
- Andreas Linnemann
- Mathias Mischler
- Claude Müller
- Hans Peter Obermeier
- Frank Riffel
- Ralph Schmidt
- John Carpenter
- Michael Ufer
- Oliver Ufer
- Andreas Weiss
- Ben Wyatt

How To Get Your Keyfile

Snail-Mail:

The keyfile and the latest version of the Editor will be sent on a floppy disk and might contain some other productions I made.

E-Mail:

If you want to get your keyfile via electronic mail, please send the filled out registration text, along with your PGP-key (you can extract it using "PGP -kxa"), because I'm only shipping PGP-encrypted keyfiles! Bank transfer is recommended. I'm not going to send away keyfiles without PGP-encryption.

E-Mail: platon@cu-muc.de

My public key:

-----BEGIN PGP PUBLIC KEY BLOCK-----

Version: 2.6ui (Amiga)

```
mQA9Ai80IyoAAAEbGNPnSk8RGlG0xVYdAZLZrttrhxhSEpJCerK23AZOOIihQkNs
+kmBytVVgf5+4UcI8QAFE7QfQ2hyaXMgSG9kZ2VzIDxwbGF0b25AY3UtbXVjLmRl
PrQcQ2hyaXMgSG9kZ2VzIDxwbGF0b25AY3VtLmRlPokAlQMFEDNjugWU5esweUDy
zQEBOcMD/3MJWarer3UZnQJQNpLsoMbFs0SgYjUsn6MRZFAHITu5MtWBhCE4EkEo
UBnIoxAslyDvd69fTqms0uzK6yznne/2lmD8yaUKBV6qhx1mbMu9+0OIpsupJjFz
z/gvmE2/k/AOaWrqWAYo1WDRtSEeS9yG5FSAkNt4KQEct/ij5EdH
```

=swxr

-----END PGP PUBLIC KEY BLOCK-----

1.24 How To Contact The Author

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Contacting The Author

If you have any comments, new ideas or found any bugs, feel free to write:

My Address:

Chris Hodges
Kennedystraße 8
D-82178 Puchheim
Germany

E-Mail:

platon@cu-muc.de

IRC:

platon42

WWW-Support Page:

<http://home.pages.de/~platon/>

Phone-Number:

+49- (0) 89/8005856
+49- (0) 89/805847 (this one only if other one is busy, please)

PGP-key:

-----BEGIN PGP PUBLIC KEY BLOCK-----

Version: 2.6ui (Amiga)

```
mQA9Ai80IyoAAAEbGnPNsk8RGlG0xvYdAZLZrttrhxhSEpJCerK23AZOOIihQkNs
+kmBytVVgf5+4UcI8QAFE7QfQ2hyaXMgSG9kZ2VzIDxwbGF0b25AY3UtbXVjLmRl
PrQcQ2hyaXMgSG9kZ2VzIDxwbGF0b25AY3VtLmRlPokAlQMFEDNjugWU5esweUDy
zQEBOcMD/3MJWarer3UZnQJQNpLsoMbFs0SgYjUsn6MRZFAHITu5MtWBhCE4EkEo
UBnIoxAslyDvd69fTqms0uzK6yZnne/2lmd8yaUKBV6qhx1mbMu9+00IpsupJjffz
z/gvmE2/k/AOaWrqWAYo1WDRtSEeS9yG5FSAkNt4KQEct/ij5EdH
```

=swxr

-----END PGP PUBLIC KEY BLOCK-----

If you have designed any levels, I would be very glad to see them or even include them to the registered version - with your permission of course!

1.25 Registration Form

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Registration Form

Also available as normal text L2EDRegForm_E.txt .

Registration Form:

~~~~~

To Chris Hodges  
 Kennedystraße 8  
 D-82178 Puchheim  
 Germany

YES, I want to register the Lemmings 2 Level Editor.

I have enclosed the shareware fee as (please tick):

- Cash (30 DM or US\$20 or £15)
- Cheque (inside Germany: 30 DM)
- Cheque (outside Germany: 35 DM or US\$24 or £17)
- Bank Transfer (30 DM)

You MUST fill out the following four lines!

Name: \_\_\_\_\_

Street: \_\_\_\_\_

PC, City: \_\_\_\_\_

Country: \_\_\_\_\_

The latest version of the Editor and the keyfile  
 will be sent to the above address.

This is optional:

Phone #: \_\_\_\_\_

E-Mail: \_\_\_\_\_

Kickstart: \_\_\_\_\_

Computer: \_\_\_\_\_

---

(CPU, RAM  
Add-ons) \_\_\_\_\_

Send me:

- the keyfile and the update on disk
- the keyfile and the update via email

I can use (multiple ticks possible):

- OFS disks (less disk space (837 KB), slow access)
- FFS disks (more disk space (878 KB), faster access)
- PFS+diskspare.device disks (even more disk space (1007616 Bytes per DD disk), very fast access)
- High density disks

For future versions of the Editor:

- I want to be informed about the updates
- I want to get the update via email
- I'll get the update via FTP/AmiNet
- I'll use <http://www.cum.de/user/platon>
- I'll wait for the AmiNet CD
- I'll call via modem to transfer the update &-)
- I don't want updates, the Editor is best already ;-)

How do you rate this Software:

|              | very good-1              | 2                        | 3                        | 4                        | 5                        | 6-very poor              |
|--------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| features     | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| installation | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| docs         | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| price/value  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| support      | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| fun          | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

Comments, suggestions, new ideas, bugs...:

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## 1.26 The complete history since it's first release

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History

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Programming on the Editor started on 14-Jul-96.

V2.0 (20-Feb-97):

- Added support for custom graphics!
- Misc changes.
- Patch: Added sounds to menu.
- Patch: Added keyboard function to quit out (shift-q).
- Patch: Added raw support for CUSTOM LEVEL GRAPHICS!
- Fixed a little bug in the getmodename routine.

V1.3 (20-Jan-97):

- Patch: Now handles file imploded files as well: Demo worlds are much smaller now.
- Added update-only feature in the installer-script.

V1.3 (08-Jan-97):

- Fixed a bug in the undo feature when disabling the objects showing. (Normally this affected Line and Bar Drawing).
- Changed the Installer-Script to handle the lems2HD.lha file instead of the lzx one, as (please insert appropriate word) aminet server now just kills archives if it finds lzx archives in there.

V1.3 (02-Jan-97):

- Added some tooltypes:
  - "LEMMINGSDIR=drawing" allows you to move the editor to other places.
  - "HELPPFILE=file.guide" specifies the file to use for the online help.
  - "WORMSDIR=drawing" specifies a default drawer for saving levels.
- Fixed a bug which caused some menu items to be enabled, even if the tribe graphics loading process failed and therefore no level existed. Selecting these items would cause the computer to crash.
- Due to a bug, the Editor would crash on MC68000 when level was written back, or when using a keyfile. This is now fixed. This \*also\* should fix the illegal memory hits on A3000/A4000 with keyfile.
- Disabled some menus by default to avoid the user selecting the items which are unavailable.
- Finally added conversion routines for Worms levels. Both Worms 1 and Worms DC (AGA) levels are supported.
- Disabled the dos-requesters during help file search.
- Now the window positions and dimensions are stored for each level size individually. Prefs file had to be extended.
- Minor changes & optimizations.

V1.2 (12-Oct-96):

- Added spare bars options for Ben.
- Misc little changes.

V1.1 (26-Sep-96):

- Second public release.
  - Fixed a date mistake in the dedication.
  - Fixed that stupid bug causing scrambled gfx. The bitmap structure was
-

filled with wrong mem-pointers when d3 contained non 0 in the upper word. Sorry about this one.

- Now also looks in DEVS:Keyfiles for the keyfile as recommended.
- Forgot to remove two strings.
- Started coding on 'Create Worms Level', but still unfinished.
- Reformatted Installer script to be more style-guide conform.

V1.0 (17-Sep-96):

- Small fixes in some texts.
- Updated Installer-Script: Can now also install Lemmings 2 if the patch archive is present. Also will unpack the demoworlds if such an archive is found.

V1.0 (04-Sep-96):

- First release.

## 1.27 It's just a barlabel...

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Barlabel

---

It's just a barlabel! Ignore it... ;-)

## 1.28 Menus

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Menus

---

There are four menus:

---

Project  
Edit

---

Special  
 Prefs  
 ~~~~~

1.29 Menu Title: Project

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Menu Title: Project

This menu contains the common operations like selecting, loading and saving of worlds and levels. These items are in detail:

Project	Edit	Special	Prefs
Select Tribe	»	Choose a tribe for creating levels	
Open World	»	Loads a World file from disk	
Save World		Saves a World to disk with old its name	
Save World as...		Saves a World under different name	
Update Catalogs		Recreates the Catalogs to reflect current state	
Select Level	»	Loads a Level from the current World into the screen	
Writeback Level		Writes current Level back into the World	
Overwrite Level	»	Overwrites an existing level with the current one	
About...		Shows some information about this program	
Iconify...		Closes the screen and creates an AppIcon on the WB	
Quit		Quits the program	

1.30 Menu Item: Select Tribe

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Menu Item: Select Tribe

With this menu item you select the Lemmings Tribe you want to create a level for. As soon as you have chosen a Tribe, an empty world file will be created, the old world gets erased. Normally, each world file contains 10 levels, except the Practice 'Tribe', which actually contains of four levels with of different Tribes (i.e Space, Medieval, Egyptian and Polar by default). To change the style of the practice levels, see the L2ED-FAQ .

A lot of menu items are disabled until you select a Tribe.

These are the 12 tribes:

Project	Edit	Special	Prefs
Select Tribe	Classic		
-----	Beach		
Open World	Cavelem		
Save World	Circus		
Save World as...	Egyptian		
Update Catalogs	Highland		
-----	Medieval		
Select Level	Outdoor		
Writeback Level	Polar		
Overwrite Level	Shadow		
-----	Space		
About	Sports		
-----	-----		
Iconify	Practice		
-----	-----		
Quit			

1.31 Classic Tribe

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Classic Tribe

This is the Tribe found in the original Lemmings 1 game. Normally, this Tribe has only a few fixed Lemming types.

These are: Climber, Floater, Exploder, Blocker, Builder, Basher, Miner and Digger, which will be set automatically, when you create a new level or world. But you can change this if you prefer to have other Lemmings.

Special Notes:

Do not try to use an Attractor Lemming in a Classic World. The effect is quite harmless but very funny. Test it, but don't use it in final levels.

This is the only Tribe where you can use the Blocker Lemming.

Lethal Traps:

- 10 Tons: Squashes one Lemming underneath...
- Stone : Squashes one Lemming underneath...
- Flamer : Burns every Lemming going to deep into the flames...

Special Objects:

- Water
- Solid Blocks

1.32 Beach Tribe

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Beach Tribe

Just a normal tribe most of the others.

Special Notes:

If you add a sun, don't forget the animating Sun Eyes object. Try to keep clouds and the sun transparent .

Lethal Traps:

- Evac. Chamber: Sucks one Lemming inside, then evacuates the chamber...
- Clamp : Eats one Lemming.

Special Objects:

- Water
 - Solid Blocks
-

- Roundabout

1.33 Cavelem Tribe

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Cavelem Tribe

Lots of graphics in this tribe! If you want to create some mean traps or looks-like-if-it's-an-exit-but-isn't type of levels.

Special Notes:

There are two torch objects to make a level a little bit nicer...

Lethal Traps:

- Monster: Grabs one Lemming.

Special Objects:

- Water
- Solid Blocks
- Roundabout
- Dino Catapult

1.34 Circus Tribe

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Circus Tribe

This Tribe contains unbelievable many background objects... if you want to create a colourful, funny level, take this Tribe.

Special Notes:

It's probably better to set light bulbs after you have actually finished designing the level to avoid running of Object space .

Lethal Traps: none

Special Objects:

- Solid Blocks
- Roundabout
- Cannon
- Trampoline

1.35 Egyptian Tribe

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Egyptian Tribe

I specially enjoy this tribe, especially because of the Sand Container and Toggle, which are never used in the original levels.

Special Notes:

The Sand Container needs some special care: There's a bug in Lemmings that will cause the game to crash under right conditions: If the sand reaches the opening hole of the Sand Container, the game freezes. To avoid this bug, always make sure that the sand can run off the level somewhere, or limit the time so that it can't reach this height. Have a look at the provided levels to get the grip of it.

Moreover, the Lemh Eyes side Object cannot be used due to aligning problems.

Lethal Traps:

- Lem Crusher: Kills one Lemming at a time.

Special Objects:

- Water
 - Solid Blocks
 - Roundabout
 - Trampoline
-

- Sand Container & Toggle

1.36 Highland Tribe

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Highland Tribe

Nothing special about this Tribe, except that the right order of mushrooms'n stuff is not easy to accomplish.

Special Notes:

There are graphics for (I suppose) an 'Electric Telephone Trap' Object, but unfortunately, they aren't used in the game.

Lethal Traps:

- Audrey 2: Grinds down one Lemming at a time.

Special Objects:

- Water
- Solid Blocks
- Roundabout
- Trampoline

1.37 Medieval Tribe

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Medieval Tribe

Just a normal Lemmings Tribe...

Special Notes:

This Tribe has a lot of Special Objects... just in case you need a combination of them all.

Lethal Traps:

- Dragon: Burns down every Lemming that tries to walk along.

Special Objects:

- Water
- Solid Blocks
- Roundabout
- Catapult
- Trampoline

1.38 Outdoor Tribe

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Outdoor Tribe

This Tribe has a lot of background graphics. Unfortunately, there are no Sand Container and Toggle Objects as could be expected by the Raw Blocks.

Special Notes:

The Plant Catapult is out of order as the action height is 8 pixels above the lower bottom of the Object and so normally, the Lemmings don't reach it. The only way to get it to work is to let lemmings fall onto it from above, which is not that easy at all.

Lethal Traps:

- Frog: Eats one Lemming at a time.

Special Objects:

- Water (two different anims)
 - Solid Blocks
 - Roundabout
 - Plant Catapult
-

1.39 Polar Tribe

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Polar Tribe

This is the only tribe where you can use the Ice Skater Lemming. There are a special graphics which enable you to build some nice ski jumping tracks.

Special Notes: none

Lethal Traps:

- Ice Machine: Creates an Ice Cube from a Lemming falling into it from above.

Special Objects:

- Water
- Solid Blocks
- Roundabout
- Cannon

1.40 Shadow Tribe

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Shadow Tribe

Lots of animated objects are in the Shadow Tribe. And, which is even more enjoyable, there are Sand Container and Toggle Objects.

Special Notes:

The Sand Container needs some special care: There's a bug in Lemmings that will cause the game to crash under right conditions: If the sand

reaches the opening hole of the Sand Container, the game freezes. To avoid this bug, always make sure that the sand can run off the level somewhere, or limit the time so that it can't reach this height. Have a look at the provided levels to get the grip of it.

Lethal Traps:

- Lem Crusher: Crushes one Lemming at a time.

Special Objects:

- Water
- Solid Blocks
- Roundabout
- Cannon
- Trampoline
- Sand Container & Toggle

1.41 Space Tribe

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Space Tribe

Welcome to the only Tribe with Teleports Objects. Nice feature indeed.

Special Notes:

To find out which Teleporter beams to which one, have a look at the Object information . Attention: Never place an odd amount of teleports onto one Level! This will probably crash Lemmings 2 or at least lead to unappreciatable effects!

Lethal Traps:

- Airlock: Sucks all Lemmings into space.
- Walker : Kills every Lemming that tries to pass.

Special Objects:

- Solid Blocks
 - Roundabout
 - Teleports
-

1.42 Sports Tribe

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Sports Tribe

This is the only Tribe which utilizes Steam Leaks and Toggles. It opens a whole new world of possibilities to create more interactive levels.

Special Notes:

To find out which Toggle controls which Steam Leak, have a look at the Object information .

Lethal Traps:

- Tennis ball: Kills every Lemmings that goes underneath.

Special Objects:

- Water
- Solid Blocks
- Roundabout
- Trampoline
- Steam Leak & Toggle

1.43 Practice

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Practice

If you select this menu item, you can create levels, that can be used for practising. For most of the Level Prefs are overwritten from within Lemmings 2, those gadgets are disabled. Please note, that there is no need to place an Exit Object.

Also note that there are only four levels you can create per file. In Lemmings 2, they will always be used in this order:

- 1: Space Training Level
- 2: Medieval Training Level
- 3: Egyptian Training Level
- 4: Polar Training Level

1.44 Menu Item: Open World

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

Menu Item: Open World

After you've selected your tribe, you can either start painting on a new world file or open a previously created world, which can be done with this menu item. If you decide to load an old world, the first level is automatically selected and displaced. You can have up to 8 world files per Tribe, each one containing 10 levels.

1.45 Menu Item: Save World

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

Menu Item: Save World

If you want to save a world file to disk again, you can do this with this option. It saves the current world under its old name. You cannot, however, overwrite the original levels. Use the Save~World~as... menu item, to save a world under a different name.

If this menu item is disabled, you either have selected the original world or created a new world and haven't given it a name using Save World as...

before.

1.46 Menu Item: Save World as...

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

Menu Item: Save World as...

Saves a world back to disk, giving you the option to rename the world. You don't need to append the .wld extension, it will added automatically, if it's ommitted. Please don't try to overwrite the original Lemmings 2 world file.

1.47 Menu Item: Update Catalogs

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

Menu Item: Update Catalogs

You normally don't need this option: It examines all Tribe directories and creates the catalog files, which contain the list of world files available.

You have to do this only, if you rename, delete or add a world file manually.

1.48 Menu Item: Select Level

Main
Legal
Intro
Menu
Keys

Windows
FAQ
History
Register

Menu Item: Select Level

This menu item holds the names of the 10 levels in the currently loaded world. By selecting any of these sub-items, the chosen level will be loaded into the editor screen.

After you have made your changes to this level, you can have to write it back to make the changes permanent.

1.49 Menu Item: Writeback Level

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

Menu Item: Writeback Level

If you have made changes to a level, you have to write it back to the world file to make them permanent. This can be done using this option. Note that to test a level, you need to first write back the level, and then save the world to disk before running Lemmings.

LIMITATION IN UNREGISTERED VERSION:

Writeback always overwrites Level 1, so it's not possible to create more than 1 level.

1.50 Menu Item: Overwrite Level

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

Menu Item: Overwrite Level

Allows you to overwrite the selected level with the current one. This allows you to change the order of the levels more easily.

NOT POSSIBLE IN UNREGISTERED VERSION!

1.51 Menu Item: About

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

Menu Item: About

Shows the general blah blah... Also shows the name of the owner of a registered copy.

1.52 Menu Item: Iconify

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

Menu Item: Iconify

Closes all windows and screens and creates a small application icon on the workbench screen. Also flushes the filecache and the undo/redo buffer when the Flush Cache Iconified menu item had been checkmarked.

You can return to the editor by double clicking on the icon.

Iconify will fail, if:

- there's no icon for the program.
 - icon or workbench.library are missing or cannot be opened.
 - the Workbench screen is closed.
-

1.53 Menu Item: Quit

Main
 Legal
 Intro
 Menu
 Keys
 Windows
 FAQ
 History
 Register

Menu Item: Quit

Leaves the editor. Asks you if you want to writeback the level and save the world if they have changed. Then asks you confirm the action.

1.54 Menu Title: Edit

Main
 Legal
 Intro
 Menu
 Keys
 Windows
 FAQ
 History
 Register

Menu Title: Edit

This menu contains the general editing functions for the level map and settings. It is ghosted as long as you haven't Selected a Tribe .

Project	Edit	Special	Prefs
	Set Level Size »	Changes the dimensions of the level	
	Level Prefs...	Opens the Level Preferences window	

	Custom graphics »	Allows the usage of pictures as levels	

	Drawing Mode »	Sets the drawing mode	

	Undo	Undos the changes made	
	Redo	Restores the changes	

	Paste Level	Pastes level from clipboard	
	Cut Level	Cuts out current level to clipboard	
	Copy Level	Copies the level to the clipboard	
	Erase Level	Clears the current level	

```

| Load Level...    | Loads a single level from disk
| Save Level...    | Save the current level to disk
~~~~~

```

1.55 Menu Item: Set Level Size

```

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

```

Menu Item: Set Level Size

Lemmings 2 allows 7 different level formats, i.e level sizes, ranging from 1280*160 to 320*640. You cannot create bigger levels than these sizes, but you can create smaller ones by dragging the visible size of the level to your personal favorites.

If you have already begun to paint your level and then change it's dimensions, the right or lower border areas will be cut off by this operation, so it would be wise to Move the Level to it's top left corner before changing the level size, so the loss is minimized.

1.56 Menu Item: Level Prefs...

```

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

```

Menu Item: Level Prefs...

This option opens the Level Preferences Window, where you can change most of the general level parameters.

Some settings are not accessible for practice levels, as they will be set by the game.

These are:

Name:

Name of the current level, can be up to 24 characters. Do NOT use any special characters (>127) like Umlauts etc.
REGISTERED VERSION ONLY!

Time:

Time for the player to complete the levels, measured in seconds.
REGISTERED VERSION ONLY!

Release Rate:

Release rate for the Lemmings, 0 being normal, 20 being very fast.
REGISTERED VERSION ONLY!

Maximum Casualties:

Number of Lemmings that may die to complete this level with a gold medal.
REGISTERED VERSION ONLY!

Used Lems:

Types and amount of Lemmings used to complete this Level.

To change the type of a lemming, first click on the one you want to replace in the Used Lems ListView Gadget, then click on a Lemming in the Available Lems ListView.

To change the amount of a type, use the sliderbar below the listview gadget.

Available Lems:

This ListView Gadget shows every available lemming in Lemmings 2.

1.57 Menu Item: Custom Graphics

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

Menu Item: Custom Graphics

Starting with V2.0 you can design your levels even with a normal paint package. All you have to do is to draw the map, save it as IFF-ILBM picture into the custom drawer (i.e beach/custom/foobar.iff) and tell the Editor to use it as Level, place some objects around etc. then save the world and try to play it.

Some things to remember:

- Get sure about size of the level your going to create before you start

painting! Note that the dimensions of the graphics must match the level size!

- Use exactly 4 bitplanes (which is equal to 16 colours).
- Turn off (or free) stencil masks before saving the picture.
- Always save packed iffs (run length) as the file size is (currently) limited to about 90 KB.
- If you're changing the palette, remember that some objects will look pretty strange. Try to keep the colours reasonable ;)
- No more transparent background graphics when using a picture. But on the other hand, you may hide objects (except for the solid blocks) behind the foreground graphics!
- Clear the block map before you load the graphics map as you might encounter some background blocks appearing when destroying the foreground map. Can also be used as a feature when using with care.
- You can recycle maps by using the same map but different parts of it or change the amount and type of available lemmings and or move the starting point or traps etc.
- When custom graphics are enabled, some features of the Editor will not be available anymore:
 - Creating Worms Levels
 - Changing the size of the level (obvious)
 - Drawing with Raw Blocks or Block Elements

1.58 Menu Item: Drawing Mode

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

Menu Item: Drawing Mode

Here you can change the drawing mode for painting with Raw Blocks or Block Elements. The three options Plot, Line and Bar are pretty obvious, so I hope I don't have to explain them...

The Line and the Bar drawing mode require some undo buffer to perform, so if you didn't have enough memory for undo buffer, these options will be disabled.

1.59 Menu Item: Undo

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

Menu Item: Undo

Undo reverses your last changes done to the map. Note that you can Undo unlimited times (well, until the end of buffer is reached). The undo buffer is currently 64KB which is enough to hold about 8000 changes on the map.

There also is an option to do an undo-undo, i.e a Redo .

Also note, that you (currently) cannot undo Object manipulations!

This menu item is ghosted if the undo buffer is empty or you didn't have enough memory for an undo/redo buffer...

1.60 Menu Item: Redo

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

Menu Item: Redo

Redo reverses the last undo operation and modifies the map back to it's old state before you used the undo feature.

The Redo buffer is automatically cleared as soon as you perform futher changes to the map.

If this menu item is ghosted, there are no more redo operations available.

1.61 Menu Item: Paste Level

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

Menu Item: Paste Level

Pastes a previously copied level onto the current level. This will erase the old one in place.

1.62 Menu Item: Cut Level

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

Menu Item: Cut Level

Copies the current level into the clipboard memory, then erases the level.

1.63 Menu Item: Copy Level

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

Menu Item: Copy Level

Just copies the current level into the clipboard memory. Once there, it can be copied back to the editor screen using Paste Level .

1.64 Menu Item: Erase Level

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

Menu Item: Erase Level

Clears the current level without copying it into the clipboard. Everything, except the name will be reset.

1.65 Menu Item: Load Level...

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

Menu Item: Load Level...

Presents you with a file requester where you can load up previously saved levels. Note that you can select world files as well, giving you the opportunity to select one of the 10 levels.

Also note, that you are not allowed to mix Tribes except in the Practice 'Tribe'.

NOT POSSIBLE IN UNREGISTERED VERSION!

1.66 Menu Item: Save Level...

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History

Register

 Menu Item: Save Level...

Let's you save the current level to disk. You will get a file requester where you can enter the name for the file. The levelname will be entered by default, but you can change it if you prefer to.

Warning: NEVER overwrite world files with level files! This will lead to serious problems!

NOT POSSIBLE IN UNREGISTERED VERSION!

1.67 Menu Title: Special

Main
 Legal
 Intro
 Menu
 Keys
 Windows
 FAQ
 History
 Register

 Menu Title: Special

This menu contains several items which haven't fit into the other menus.

Project	Edit	Special	Prefs
		Optimize Objects	
		Move »	
		Create Worms Level	

		Run Lemmings 2	

		Flush Filecache	
		Redraw Level	

1.68 Menu Item: Optimize Objects

Main
 Legal
 Intro
 Menu
 Keys
 Windows

FAQ
History
Register

Menu Item: Optimize Objects

This feature will try to join Objects, where possible, to reduce the amount of Objects used in the level. This can normally be done with solid blocks or water.

NOT POSSIBLE IN UNREGISTERED VERSION!

1.69 Menu Item: Move

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

Menu Item: Move

Using this menu item, you can move the whole level in all directions. The special sub item "Topleft" tries to move the level as much to the upper left corner as possible.

1.70 Menu Item: Create Worms Level

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

Menu Item: Create Worms Level

This neat feature allows you to convert the current level into a map for the famous game Worms by Andy 'Mad? Possibly!' Davidson.

Lots of thanks and regards go to Andy and the holy Betong Asna for suppling the required informations on the Worms DC levels!

NOTE: This feature requires Kickstart 3.0 or higher and aprox. 220KB ram.

The size of a Worms Map is always 960*350 pixels, therefore you won't be able to create a full-sized Worms map out of a Lemmings level. The area used for the map is determined using the Level Boundaries.

If the width is smaller than 960 pixels, the level map will be centered horizontally, if it's larger, the everything going further than 960 pixels will be cut off. If the height is greater than 330 pixels, the lower bits are cropped.

Both the old 8 coloured and the new 16 coloured versions are available:

- 8 colours:

This is the map format of the old Worms released in late '95. As there are only 8 colours available, the Lemmings Editor performs a conversion which reduces the colours from 16 to 8 using a predefined remapping table. The colours are arranged in correct order for optimal Worms colours.

8 coloured Worms levels can of course also be used for Worms DC.

- 16 colours:

Worms - The Directors Cut (short: Worms DC), which is not yet released at the time writing (02-Jan-97) is AGA only and will feature 16 coloured maps. What is even nicer, the Maps now may even have two layers, one for the foreground, and a second one for the background, which is revealed by destroying the foreground.

The Lemmings Editor just changes the order of the colours to generate the foreground map, which yields 1:1 quality and correct colours for the Worms etc. The background layer, however, is drawn in darker colours to ensure the player to be able to destinguish between the layers.

If using two layers, do NOT load the graphics into a painting program or similar and save them back again as this will delete the background layer and the special worms chunk!

Do NOT use these levels together with the original Worms game as they will crash the machine.

If you save Worms levels often, you may enter the "WORMSDIR=drawing" ToolType, which will set the default saving path for the filerequester.

1.71 Menu Item: Run Lemmings 2

Main
Legal
Intro
Menu
Keys

Windows
FAQ
History
Register

Menu Item: Run Lemmings 2

Closes the Editor screen, frees the Undo/Redo-Buffer and flushes the file cache before it runs the main Lemmings 2 game, just in case you want to test the level you have just created.

1.72 Menu Item: Flush Filecache

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

Menu Item: Flush Filecache

Frees any currently unused file buffer. Normally, you don't need this option, but if you need as much memory as you can get, you should try this menu item.

1.73 Menu Item: Redraw Level

Main
Legal
Intro
Menu
Keys
Windows
FAQ
History
Register

Menu Item: Redraw Level

Just updates the current map to reflect it's actual state on the screen.

1.74 Menu Title: Prefs

Main
 Legal
 Intro
 Menu
 Keys
 Windows
 FAQ
 History
 Register

 Menu Title: Prefs

This menu contains some Preferences for you to customize the Editor to your benefits. All settings made here will be saved along with the preferences file.

Project	Edit	Special	Prefs	
~~~~~T~~~~~T~~~~~				
			Screen	»
			Windows	»
			-----	
			Right Mouse Button»	
			Show	»
			-----	
			Flush Cache Ico.	
			Interpolate Gfx	
			-----	
			Load Preferences	
			Save Preferences	
~~~~~T~~~~~T~~~~~				

1.75 Menu Item: Screen

Main
 Legal
 Intro
 Menu
 Keys
 Windows
 FAQ
 History
 Register

 Menu Item: Screen

Let's you change your screen mode and a special setting for the screen height.

Project	Edit	Special	Prefs	
~~~~~T~~~~~T~~~~~				

```

| Scre| Screen Mode...  |
| Wind| -----|
| ----|   Min. Menu Height  |
| Righ| -----|
| Show|   No spare bar    |
| ----|   One spare bar    |
|  Fl |   Two spare bars  |
|  In~~~~~T~~~~~|
| -----|
| Load Preferences  |
| Save Preferences  |
~~~~~

```

## 1.76 Menu Sub-Item: Screen Mode...

Main  
Legal  
Intro  
Menu  
Keys  
Windows  
FAQ  
History  
Register

---

Menu Sub-Item: Screen Mode...

---

Let's you choose your preferred screen mode for working with the Editor. Note, that you should NOT redirect the screen using external mode promoting programs like NewMode or ModePro, as these programs are usually only made for opening screens that keep their size. The Editor however, will use a lot of different screen sizes, depending on the level size and the screen font. If you want to use a graphic card screen, use this screen mode requester and not NewMode!

Please note the following:

### 1) ECS Machines

Due to their 16-bit architecture, OCS/ECS machines will CRAWL in Hires modes, especially, if you don't have any fast memory.

### 2) AGA Machines

If you've got a flicker fixer card, I would recommend to the Super72: SuperHires-Interlace mode, with is quite suitable for most resolutions. Otherwise it's best to go for the screenmode you're using for your workbench to avoid monitor switching during the closing of the Editor's screen.

### 3) Graphic boards

The Editor needs lots of different screen sizes from 1280 width to about 650 pixels height. Choose a suitable screen mode to support all those

---

resolutions. I emerged some problems with Cybergraphics Software V40.65 in conjunction with Autoscrolling and horizontal screen dragging. If you also have these problems, you'd better switch to an AGA screen mode, if possible.

## 1.77 Menu Sub-Item: Min. Menu Height

Main  
 Legal  
 Intro  
 Menu  
 Keys  
 Windows  
 FAQ  
 History  
 Register

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### Menu Sub-Item: Min. Menu Height

---

If this item is checked, the editor opens its screen with at least the height to display the menu in one single row. Normally, this will only have effect on level sizes of 1280x160 and 1024x192. This option has a slight drawback: Due to the bigger size of the screen it consumes more chip memory.

If you disable this feature, the screen will be opened at the height of the level plus the screen bar, so there no gap to the end of the screen. However, this is only true, if No spare bar is specified aswell.

## 1.78 Menu Sub-Item: No spare bar

Main  
 Legal  
 Intro  
 Menu  
 Keys  
 Windows  
 FAQ  
 History  
 Register

---

### Menu Sub-Item: No spare bar

---

If this item is checked, the editor opens its screen with normal size, this means, that the level map fits exactly in this screen.

This had a few drawbacks, so a user (Hi Ben!) told me it would be better not to have the windows overlap. So I added the One spare bar and Two spare bars options, which tell the program to open a bigger screen so the windows fit into that extra space.

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No spare bar was default for V1.0-V1.1.

## 1.79 Menu Sub-Item: One spare bar

Main  
Legal  
Intro  
Menu  
Keys  
Windows  
FAQ  
History  
Register

---

Menu Sub-Item: One spare bar

---

If this item is checked, the editor opens its screen which is bigger than the actual map. Depending on the aspect ratio of the level, some space will be left free at the bottom (level sizes from 1-5) or the right (level sizes 6 and 7) of the level map. This allows you to place the Raw, Block Elements and Objects windows in this area, so they never obscure the map.

The size of the bar is calculated from the dimensions of the Raw Blocks window.

The only obvious drawback is, that it consumes slightly more chip memory.

## 1.80 Menu Sub-Item: Two spare bars

Main  
Legal  
Intro  
Menu  
Keys  
Windows  
FAQ  
History  
Register

---

Menu Sub-Item: Two spare bars

---

Like with One spare bar, checking this option will yield in a bigger screen size. However, Two spare bars creates bars both at the right and the bottom of the level map.

The height of the space at the bottom is determined from the height of the Raw Blocks window, the width of the space at the right is taken from the width of the window.

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## 1.81 Menu Item: Windows

Main  
 Legal  
 Intro  
 Menu  
 Keys  
 Windows  
 FAQ  
 History  
 Register

---

### Menu Item: Windows

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This menu controls the appearance of the drawing windows and their behavior.

Project	Edit	Special	Prefs
			Screen
			Window
			Objects
			Raw Blocks
			Right
			Block Elements
			Show
			Trace Mouse
			Flus
			Interpolate Gfx
			Load Preferences
			Save Preferences

## 1.82 Menu Sub-Item: Objects

Main  
 Legal  
 Intro  
 Menu  
 Keys  
 Windows  
 FAQ  
 History  
 Register

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### Menu Sub-Item: Objects

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Opens the Objects-Window if checked. Normally tries to restore it's old position, where it was previously closed, unless you have specified the Trace Mouse option.

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### 1.83 Menu Sub-Item: Raw Blocks

Main  
Legal  
Intro  
Menu  
Keys  
Windows  
FAQ  
History  
Register

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Menu Sub-Item: Raw Blocks

---

Opens the Raw Blocks-Window if checked. Normally tries to restore it's old position, where it was previously closed, unless you have specified the Trace Mouse option.

### 1.84 Menu Sub-Item: Block Elements

Main  
Legal  
Intro  
Menu  
Keys  
Windows  
FAQ  
History  
Register

---

Menu Sub-Item: Block Elements

---

Opens the Block Elements-Window if checked. Normally tries to restore it's old position, where it was previously closed, unless you have specified the Trace Mouse option.

### 1.85 Menu Sub-Item: Trace Mouse

Main  
Legal  
Intro  
Menu  
Keys  
Windows  
FAQ  
History  
Register

---

Menu Sub-Item: Trace Mouse

---

If this option is enabled, the Objects, Raw Blocks and Block Elements windows will open at the current mouse position. This feature can only be sensibly used when working on a lowres display mode, with just little view of the whole level. Otherwise you're adviced not to use this option, because it's very irritating.

If you think you want this feature on, you better turn off the automatic window opening for the three windows, and open them with the hotkeys, when you need them.

The behaviour of Trace Mouse might change in futher versions of the Editor.

## 1.86 Menu Item: Right Mouse Button

Main  
 Legal  
 Intro  
 Menu  
 Keys  
 Windows  
 FAQ  
 History  
 Register

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### Menu Item: Right Mouse Button

---

Using these three options you can change the behavior of the right mouse button.

Project	Edit	Special	Prefs
~~~~~	~~~~~	~~~~~	~~~~~
			Screen                   »
			Windows                   »
			----- -----
			Right Mous  Deletes
			Show         Picks up
			-----  Shows menu
			Flush Ca~~~~~T~~~~~
			Interpolate Gfx
			-----
			Load Preferences
			Save Preferences
			~~~~~

## 1.87 Menu Sub-Item: Deletes

Main  
 Legal  
 Intro  
 Menu

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Keys  
Windows  
FAQ  
History  
Register

---

Menu Sub-Item: Deletes

---

If you select this mode for the right mouse button, every time you click with the right mouse button on the map, the block or object will be deleted.

You can only open the menu, if the mouse cursor is on the screen bar (i.e above the level map). This behaviour is similar to the one in DeluxePaint.

## 1.88 Menu Sub-Item: Picks up

Main  
Legal  
Intro  
Menu  
Keys  
Windows  
FAQ  
History  
Register

---

Menu Sub-Item: Picks up

---

If you select this mode for the right mouse button, every time you click with the right mouse button on the map, the block or object will be picked up and used for futher drawing on the map. This will only work with Objects and Raw Blocks, but not with Block Elements!

You can only open the menu, if the mouse cursor is on the screen bar (i.e above the level map). This behaviour is similar to the one in DeluxePaint.

## 1.89 Menu Sub-Item: Shows Menu

Main  
Legal  
Intro  
Menu  
Keys  
Windows  
FAQ  
History  
Register

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Menu Sub-Item: Shows Menu

---

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Disables the feature of the right mouse button being used for drawing on the map and always shows the menu wherever you press it on the map.

Using this option, it's not possible to flip the pages in the Raw Blocks or Block Elements-Windows with the right mouse button anymore. Use the Space key to do so.

## 1.90 Menu Item: Show

Main  
 Legal  
 Intro  
 Menu  
 Keys  
 Windows  
 FAQ  
 History  
 Register

-----

Menu Item: Show

-----

Letss you choose, which things should be shown on the map and which shouldn't.

Project	Edit	Special	Prefs
~~~~~	~~~~~	~~~~~	~~~~~
			Screen >>
			Windows >>
			-----
			Ri_____ _____
			Sh  Solid Blocks
			--  Transparent Blocks
			Objects
			Object Indicators
			-----T-----
			Load Preferences
			Save Preferences
			~~~~~

## 1.91 Menu Sub-Item: Solid Blocks

Main  
 Legal  
 Intro  
 Menu  
 Keys  
 Windows  
 FAQ  
 History

---

Register

---

Menu Sub-Item: Solid Blocks

---

Toggles the visibility of Solid Blocks on the map. Solid Blocks are blocks the Lemmings can e.g walk on.

Turning off the solid blocks makes the transparent blocks more visible, as they are no longer drawn ghosted.

Note that drawing on the map is only sensible while actually seeing what you're doing :-)

## 1.92 Menu Sub-Item: Transparent Blocks

Main  
Legal  
Intro  
Menu  
Keys  
Windows  
FAQ  
History  
Register

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Menu Sub-Item: Transparent Blocks

---

Toggles the visibility of Transparent Blocks on the map. Transparent Blocks are blocks the Lemmings cannot interact with in any way, they are just background graphics.

Note that drawing on the map is only sensible while actually seeing what you're doing :-)

## 1.93 Menu Sub-Item: Objects

Main  
Legal  
Intro  
Menu  
Keys  
Windows  
FAQ  
History  
Register

---

Menu Sub-Item: Objects

---

Toggles the visibility of Objects on the map. If this option is turned off,

---

you cannot manipulate objects anymore! However, if the Object Indicators are still turned on, you still can see their positions.

## 1.94 Menu Sub-Item: Object Indicators

Main  
Legal  
Intro  
Menu  
Keys  
Windows  
FAQ  
History  
Register

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### Menu Sub-Item: Object Indicators

---

Toggles the visibility of the Object Indicators on the map. These are the dragging and sizing nob, as well as the Level Size and View Boundaries.

Turning off the indicators won't stop you working with these nob in any way, but you won't see anymore, which Object you have selected.

## 1.95 Menu Item: Flush Cache Iconified

Main  
Legal  
Intro  
Menu  
Keys  
Windows  
FAQ  
History  
Register

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### Menu Item: Flush Cache Iconified

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As you might have already read, there's a built-in filecache in this program. By default, it uses up to 1/4th of the available fast memory. If this menu item is checked, the cache gets flushed when you iconify the Editor, freeing as much memory as possible.

## 1.96 Menu Item: Interpolate Gfx

Main  
Legal  
Intro  
Menu

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Keys  
Windows  
FAQ  
History  
Register

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Menu Item: Interpolate Gfx

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As you have probably read before, the graphics in the Block Elements window are halved both vertical and horizontal to save space on the screen. This shrinking process leads to a unavoidable loss of detail, making it sometimes hard to figure out what it is exactly.

Enabling this feature will interpolate each pixel, normally yielding better graphics. This, however, will take some time to perform. Decide yourself, which graphics suits you most.

## 1.97 Menu Item: Load Preferences

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Menu Item: Load Preferences

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Reloads the old preferences file.

## 1.98 Menu Item: Save Preferences

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Menu Item: Save Preferences

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Saves the current settings to disk. Note that this includes all window positions and dimensions.

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