Contents

Crazy Gravity Level Editor

for Windows® 95

Using the Level Editor you can create your own levels for Crazy Gravity.
The Level Editor is fully functional. However self designed levels can only be played in the full version of Crazy Gravity.

You are allowed to give your self designed levels to other registered users of Crazy Gravity. Any commercial use of self designed levels is strictly prohibited.

Menu Reference:

File Menu
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Dialog Reference:

Landing Platforms
Fans
Magnets
Air Current Generators
Cannons
Rods
One-Way Gates
Locked Gates

File Menu

- **New ...:** Creates a new empty level. After selecting this command you will be prompted to determine width and height of the level. The minimum size is 20 to 20 fields (each field is 32 pixels wide and 32 pixels high).
- **Open ...:** Opens an existing level.
- **Save:** Saves the active level.
- **Save As ...:** Saves the active level under a new filename. Of course you can use long filenames.

- **Save As Bitmap File ...:** This command will save the complete level in a bitmap file (BMP file). This file can be opened, viewed and printed out with any graphic file viewer or bitmap editor (e. g. Paint).

- **Exit:** This command will close Crazy Gravity Level Editor.

Edit Menu

- **Change Level Size ...:** After selecting this command you will be prompted to enter a new size for the level. The minimum size is 20 to 20 fields (each field is 32 pixels wide and 32 pixels high).
- **Level Options ...:** After selecting this command you will be able to select a pattern for the background graphics of the level and determine the amount of fuel the spaceship has on board at the beginning (entering 6000 here will give you full tanks). You can also enter an eight character long password for the level and the filename of the next level, which will be loaded when this level has been successfully completed.

- **Grid Spacing 1 x 1:** After selecting this command you will be able to insert gray tiles and colored bricks on any position.
- **Grid Spacing 8 x 8:** After selecting this command gray tiles can only be inserted in regular intervals of 8 to 8 units on the ruler (extremely useful for inserting the 8 x 8 sized gray tiles). When filling an area with colored bricks (i. e. when 'Objects|Insert Colored Bricks' is checked) always the complete fields (32 to 32 pixels, 8 to 8 units on the ruler) will be filled. When deleting gray tiles and colored bricks (i. e. when 'Objects|Delete Gray Tiles And Colored Bricks' is checked) the whole fields will be affected.

Objects Menu

- **Delete Gray Tiles And Colored Bricks:** If this command is checked, you can delete gray tiles and colored bricks by clicking on the tile or brick you want to delete with the left mouse button. You can delete all tiles and bricks in a rectangular area by clicking the left mouse button at the upper left corner of this rectangle, draging the mouse with the left button pressed to the lower right corner of the rectangle and releasing the mouse button there. All gray tiles and colored bricks that are completely or partially inside this rectangle will then be deleted.
- **Insert Gray Tiles > Size 8 x 8, Size 6 x 6, Size 4 x 4:** If one of these commands is checked, you can insert gray tiles of the specified size by clicking with the left mouse button at the desired position in the level. The tile will only be inserted there, if there is enough space.
- **Insert Colored Bricks > Brown, Yellow, Blue, Green:** If one of these commands is checked, you can insert bricks of the specified color. By clicking the left mouse button and draging the mouse you can determine a rectangle, which will be filled with bricks when you release the left mouse button again.

To insert game elements, choose one of the following menu commands. This will open the appropriate dialog window, in which you can create an element and enter its specifications. The dialogs will also enable you to change specifications of existing elements.

- **Landing Platforms ...:** Insert landing platforms or change their specifications.
- **Fans ...:** Insert fans or change their specifications.
- **Magnets ...:** Insert magnets or change their specifications.
- **Air Current Generators ...:** Insert air current generators or change their specifications.
- **Cannons ...:** Insert cannons or change their specifications.
- **Rods ...:** Insert rods or change their specifications.
- **One-Way Gates ...:** Insert one-way gates or change their specifications.
- **Locked Gates ...:** Insert locked gates or change their specifications.

View Menu

- **Normal Viewing (1:1):** Displays the level in standard magnification.
- **Zoom In > 2:1, 4:1, 8:1:** These commands magnify the level and make it appear larger.
- **Zoom Out > 1:2, 1:4, 1:8:** These command reduce the level and make it appear smaller. If 1:8 is checked you will not be able to make any changes to the level.

Help Menu

- **Contents:** Use this command to display the contents of the Crazy Gravity Level Editor help file.
- **Crazy Gravity Help:** Display the contents of the Crazy Gravity help file, where you can find lots of useful information about game controls, the various game elements and much more.
- **Using Help:** Displays information on how to use the Windows help system.

- **About Crazy Gravity Level Editor ...:** Gives you some information about the author of Crazy Gravity Level Editor and the program version.

Landing Platforms

You can display this dialog by selecting 'Landing Platforms ...' from the Objects menu or by clicking on a landing platform in the level with the **right mouse button**. Clicking on a landing platform with the right mouse button will also display its specifications in the dialog window, even if the dialog window has already been open before. To be able to make changes you can also display the specifications of a landing platform by selecting the platform with the **|<**, **<**, **>** and **>|** buttons.
The **Del.** button will delete the selected landing platform, **Copy** will create a duplicate of it. A new landing platform can be created with the **New** button.
In the **X** und **Y** boxes you can enter the position of the upper left corner of the landing platform. Have a look at the rulers to find out the desired position. Select a **Width** for the platform. With **Homebase**, **Key**, **Fuel**, **Freight** and **Extras** you can determine the type of the landing platform.

Homebase:

  If the options **Left Arrow** and/or **Right Arrow** are checked, a colored arrow will be displayed on the left and/or right side of the homebase.

Key:

  By clicking on **red**, **green**, **blue** or **yellow** you can determine the color of the key that can be picked up at this landing platform. In the box on the right you can set the position of the key on the platform (distance from left edge).

Fuel/Freight/Extras:

  New creates new fuel barrels, freight containers or extras (turbo booster, extra lives, additional cargo holds) on the platform. **Del.** deletes the selected item. On blue and white landing platforms only one extra is allowed. On green and white platforms a maximum of ten fuel barrels is allowed. On red and white landing platforms you can create a maximum of ten freight containers. In the box next to 'New' you can determine the horizontal position of the selected item. **Top** or **bottom** defines the vertical position of the item. Below you can select the type of the item (**Fr. 1**, **Fr. 2** etc. are different variations of freight containers).

Update validates your input and updates the values in the dialog window. **Display** displays all changes in the level. The selected landing platform will be marked with a border.

Fans

You can display this dialog by selecting 'Fans ...' from the Objects menu or by clicking on a fan in the level with the **right mouse button**. Clicking on a fan with the right mouse button will also display its specifications in the dialog window, even if the dialog window has already been open before. To be able to make changes you can also display the specifications of a fan by selecting it with the **|<**, **<**, **>** and **>|** buttons.

The **Del.** button will delete the selected game element, **Copy** will create a duplicate of it. A new fan can be created with the **New** button.

In the **X** und **Y** boxes you can enter the position of the upper left corner of the fan. Have a look at the rulers to find out the desired position. In the **Range** box you can enter the range of the fan. By this you will specifiy the width or height of the area, in which the spaceship will be blown away.

With **down**, **up**, **left** or **right** you can define the direction, in which the fan will blow. Its power can be selected with **high-powered** and **low-powered**.

Update validates your input and updates the values in the dialog window. **Display** displays all changes in the level. The selected fan will be marked with a border. A second border will mark the range of the fan.

Magnets

You can display this dialog by selecting 'Magnets ...' from the Objects menu or by clicking on a magnet in the level with the **right mouse button**. Clicking on a magnet with the right mouse button will also display its specifications in the dialog window, even if the dialog window has already been open before. To be able to make changes you can also display the specifications of a magnet by selecting it with the **|<**, **<**, **>** and **>|** buttons.

The **Del.** button will delete the selected game element, **Copy** will create a duplicate of it. A new magnet can be created with the **New** button.

In the **X** und **Y** boxes you can enter the position of the upper left corner of the magnet. Have a look at the rulers to find out the desired position. In the **Range** box you can enter the range of the magnet. By this you will specifiy the width or height of the area, in which the spaceship will be attracted.

With **down**, **up**, **left** or **right** you can define the direction, in which the magnet will attract the ship.

Update validates your input and updates the values in the dialog window. **Display** displays all changes in the level. The selected magnet will be marked with a border. A second border will mark its range.

Air Current Generators

You can display this dialog by selecting 'Air Current Generators ...' from the Objects menu or by clicking on an air current generator in the level with the **right mouse button**. Clicking on a generator with the right mouse button will also display its specifications in the dialog window, even if the dialog window has already been open before. To be able to make changes you can also display the specifications of an air current generator by selecting it with the **|<**, **<**, **>** and **>|** buttons.
The **Del.** button will delete the selected game element, **Copy** will create a duplicate of it. A new air current generator can be created with the **New** button.
In the **X** und **Y** boxes you can enter the position of the upper left corner of the generator. Have a look at the rulers to find out the desired position. In the **Range** box you can enter the range of the generator. By this you will specifiy the width or height of the area, in which the spaceship will be whirled around.
With **down**, **up**, **left** or **right** you can define the direction, in which the generator will be effective. Its rotation direction can be selected with **counter-clockwise** and **clockwise**.
Update validates your input and updates the values in the dialog window. **Display** displays all changes in the level. The selected air current generator will be marked with a border. A second border will mark its range.

Cannons

You can display this dialog by selecting 'Cannons ...' from the Objects menu or by clicking on a cannon in the level with the **right mouse button**. Clicking on a cannon with the right mouse button will also display its specifications in the dialog window, even if the dialog window has already been open before. To be able to make changes you can also display the specifications of a cannon by selecting it with the **|<, <, >** and **>|** buttons.

The **Del.** button will delete the selected game element, **Copy** will create a duplicate of it. A new cannon can be created with the **New** button.

In the **X** und **Y** boxes you can enter the position of the upper left corner of a rectangle, which will accommodate all parts of the cannon. In the **Width/Height** box you can determine the width (if shooting direction is 'left' or 'right') or height (if shooting direction is 'up' or 'down') of this rectangle. Have a look at the rulers to find out the desired positions and sizes.

With **down**, **up**, **left** and **right** you can set the shooting direction of the cannon.

The **speed** of the fireballs (in pixels per frame) and the **fire rate** can be defined in the remaining boxes. The fire rate determines, how often a ball is fired (a fire rate of 40 means, that a ball will be fired every 40 frames).

Update validates your input and updates the values in the dialog window. **Display** displays all changes in the level. The selected cannon will be marked with a border.

Rods

You can display this dialog by selecting 'Rods ...' from the Objects menu or by clicking on a pair of rods in the level with the **right mouse button**. Clicking on one of these game elements with the right mouse button will also display its specifications in the dialog window, even if the dialog window has already been open before. To be able to make changes you can also display the specifications of a pair of rods by selecting it with the **|<**, **<**, **>** and **>|** buttons.

The **Del.** button will delete the selected game element, **Copy** will create a duplicate of it. A new pair of rods can be created with the **New** button.

In the **X** und **Y** boxes you can enter the position of the upper left corner of a rectangle, which will accommodate all parts of the pair of rods. In the **Width/Height** box you can determine the width (if rods are horizontally aligned) or height (if rods are vertically aligned) of this rectangle. Have a look at the rulers to find out the desired positions and sizes.

The alignment of the rods can be defined with **Vertical** and **Horizontal**.

With **Constant Gap** and **Variable Gap** you can define, if the gap between the two rods will always remain constant or not. If you decide to leave the gap constant, you can define the size of the gap in the **Gap** box, otherwise this value will define only the initial size of the gap.

Normally the rods only change their direction and speed when they crash into each other or when they are completely retracted. If the option **Frequently change speed** is checked, they will frequently change their direction and/or speed.

You can define the minimum and maximum speed of the rods in the **Min. Speed** and **Max. Speed** boxes (1=rod moves one pixel every 4 frames, ..., 4=rod moves one pixel per frame, ..., 6=rod moves 3 pixels per frame).

Update validates your input and updates the values in the dialog window. **Display** displays all changes in the level. The selected pair of rods will be marked with a border.

One-Way Gates

You can display this dialog by selecting 'One-Way Gates ...' from the Objects menu or by clicking on one of these gates in the level with the **right mouse button**. Clicking on one of these game elements with the right mouse button will also display its specifications in the dialog window, even if the dialog window has already been open before. To be able to make changes you can also display the specifications of a one-way gate by selecting it with the **|<**, **<**, **>** and **>|** buttons.

The **Del.** button will delete the selected game element, **Copy** will create a duplicate of it. A new one-way gate can be created with the **New** button.

In the **X** und **Y** boxes you can enter the position of the upper left corner of a rectangle, which will accommodate all parts of the gate. In the **Width/Height** box you can determine the width (if 'left' or 'right' is checked) or height (if 'bottom' or 'top' is checked) of this rectangle. Have a look at the rulers to find out the desired positions and sizes.

If **With upper part** is checked, the gate will also have an upper part. If you want to combine two gates to a very wide or high gate, you must not check this option.

You can set the alignment of the gate with **bottom**, **top**, **left** or **right**. This will define the position of the lower part of the gate. With **->** and **<-** you can define the direction in which you can fly through the gate.

In the **Act.X**, **Act.Y**, **Width** and **Height** boxes you can define the upper left corner and the size of the rectangle, in which the spaceship has to be to open the gate.

Update validates your input and updates the values in the dialog window. **Display** displays all changes in the level. The selected one-way gate will be marked with a border. A second border will mark the rectangle, in which the spaceship has to be in order to open the gate.

Locked Gates

You can display this dialog by selecting 'Locked Gates ...' from the Objects menu or by clicking on one of these gates in the level with the **right mouse button**. Clicking on one of these game elements with the right mouse button will also display its specifications in the dialog window, even if the dialog window has already been open before. To be able to make changes you can also display the specifications of a locked gate by selecting it with the **|<, <, >** and **>|** buttons.

The **Del.** button will delete the selected game element, **Copy** will create a duplicate of it. A new locked gate can be created with the **New** button.

In the **X** und **Y** boxes you can enter the position of the upper left corner of a rectangle, which will accommodate all parts of the gate. In the **Width/Height** box you can determine the width (if 'left' or 'right' is checked) or height (if 'bottom' or 'top' is checked) of this rectangle. Have a look at the rulers to find out the desired positions and sizes.

If **With upper part** is checked, the gate will also have an upper part. If you want to combine two gates to a very wide or high gate, you must not check this option.

You can set the alignment of the gate with **bottom**, **top**, **left** or **right**. This will define the position of the lower part of the gate. With **red**, **green**, **blue** and **yellow** you can select the keys, which will be necessary to open the gate.

In the **Act.X**, **Act.Y**, **Width** and **Height** boxes you can define the upper left corner and the size of the rectangle, in which the spaceship has to be to open the gate.

Update validates your input and updates the values in the dialog window. **Display** displays all changes in the level. The selected locked gate will be marked with a border. A second border will mark the rectangle, in which the spaceship has to be in order to open the gate.