

# Collisions 5000 Level Editor

## Overview

- Design and implement Collisions 5000 levels
- Save levels in user levelpacks on the Palm
- Fully playable in Collisions 5000

## General Level Design

- Selecting and placing objects  
When you load the application you will see all the games objects lined up down either side of the screen. To highlight an object tap it – you should see it invert graphically. This is now the selected icon – tapping (or dragging) in the playing area will place an instance of the selected object.
- Deleting and changing objects  
The ‘delete’ object is located at square (1, 0) and is shown as a blank square. Tap this and it becomes an inverted black square. As with normal object placement, drag or tap the pen on the squares you wish to delete and they will be removed from the playing area. To change a square, just select the new type of object and tap to replace – there is no need to delete the square prior to doing this.
- Placing track guns  
You will see that all the separate squares required for placing a track gun are in the object lists on either sides of the playing area. To place a track gun you must place two arrows, a track gun and track along which it can move.  
NOTES:
  - Track arrows need not be adjacent to the track along which the gun they control moves.
  - Track blocks are movable in game-play so need not be co-linear with the track gun and the other track squares
  - You must place both arrows to control a tank. They are not movable but can be melted by acid rendering the tank immobile in the corresponding direction.
  - IMPORTANT: When placing arrows, you must associate a tank to that arrow. This is done by opening the menu and selecting the ‘Link Arrow’ option. Next, tap on the appropriate arrow and then on the corresponding tank. Failure to do this may result in the crashing of the Palm device when the level is loaded. More thorough error checking is in development.
- Saving and loading levels  
You have the power to create new level packs that are exported upon a HotSync operation. To create and edit level packs, select the Edit option from the menu. When your level is ready for testing (but not yet saved) select the Save As option from the menu. Select a levelpack and a name and press OK – you can now exit

the level editor and run Collisions 5000 where you should now see your level in the levels list.

To load a level into the editor select 'Load' from the menu – you will see the same screen as in the Collisions 5000 game itself.

When editing an already saved level, select the Save option. This will overwrite the previous level.

- Extras  
You can add a level hint by selecting that option from the menu. You must still re-save the level after doing this.

Download extra levels from [www.rowey.com/coll5k](http://www.rowey.com/coll5k)

Any questions or comments? Just send an e-mail to me at:

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