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## **About Level Edit**

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Level Edit is a small visual basic program that lets you create or modify Blob Factorys levels.

## How to use Level Edit

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To use Level Edit Select a tile by clicking on  with either the left or right mouse buttons. The tile clicked is now displayed in the right or left box. Then clicking on the level with the right or left mouse buttons places the tile where you clicked. Dragging the right or left mouse button puts tiles where you move the mouse.

## Menu Commands

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### File

<b>Open</b>	Opens blobfact.lvl
<b>Save</b>	Saves blobfact.lvl
<b>Exit</b>	Exits Level Editor

### Help

<b>Contents</b>	Opens this help file
<b>About</b>	Tells about Level Editor

## Blobfact.lvl File

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Blobfact.lvl is a normal text file that Blob Factory use for its levels. Each level is 74 wide and 6 tall. There are 3 levels in the file. A key of ASCII characters is provided below.

### Tile Key:

.	Background	>	Right Arrow
-	Floor	<	Left Arrow
_	Ooze	S	Blob Start
@	Pipe	E	End
H	Container	*	Robot

**Example:**[Click Here](#)

..S.....  
.....\*.....>.....>.....  
.....>.\*>.....H.....H.....>.....\*.....\*.....  
.....@.@.@.....@.@.@.....HH.....>.....HHH.....@.@.....@.@.@.@.@.@.@.@.@.....  
.....>.....>.....H>\*H>\*H.....>.....HHH.....HHHH.....\*.....H.<.....<.....  
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## About the Author

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Jeremiah Golden is a beginning windows game programmer currently working on windows games somewhere within the depths of California whose only exposure to the outside world is an internet connection.

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