Instructions Breakout Leveleditor

The Level-Editor generates new levels and was originally planned only to be an efficient development tool for ourselves but we believe strongly that our registered users will enjoy it as well.

Unregistered users might take a look at the comfort and the funtions of the Level-Editor but can use it only to develop levels they can never play because unfortunately if nobody registers we can never program shareware again.

As soon as the serial number is entered all self-designed levels can be played on and on, might be exchanged inside your own level-file or with other registered users.

ATTENTION!!!

Before using the Level-Editor please consider to make a back-up of the original levels contained inside the file BREAKOUT.LEV. Automatically this file will be backupped with the name BREAKOUT.OLD, but if you save your new levels twice, than the original levels might be off your harddisk for ever.

Menues of Level-Editor:

File/Select level here you can choose the level to edit

File/Reopen all levels will read the file BREAKOUT.LEV from harddisk and by this
will all the changes you have implemented since last saving
be lost.

File/Save all saves all 50 levels of the level-file you are editing to
harddisk

Edit/Clear level clears the actual level

Edit/Copy level copies the actual level

Edit/Exchange level exchanges the actual level with another one of your choice

Test level If Breakout is not already runnig it will be started. If Breakout
is started by the Level-Editor and is asking for the level to
start with, just press return or click ok. Now you can play the
level just designed by clicking **GO** inside Breakout. After
playing your level leave Breakout with <ALT-TAB> or with a
mouse-click inside the Level-Editor window. Now you can
continue to edit this or other levels.

Help/Instructions Shows this file

Help/About Shows informations

How to use the Level-Editor:

1. Choose a level to edit with **Select level.**

2. Optionally use **Clear level** to gain an empty level.

3. Use left mouse button to choose a tile from the avaible species at the left of the screen.

4. Now move mouse to the level window and place the tile by pressing left button. If a tile is already present it will be replaced by the new tile. With pressing right button on a tile already set this tile will be deleted.

5. If level seems to be worth testing just click mouse on **Test Level.** An information window will be shown, please **do not** click on **OK** before you finished your tests.

6. Now click inside Breakout window or use <ALT-TAB> to get there and start the game with **GO**. If you are asked which level you want to start with just press <Return> or click **OK.**

7. If you have tested the level just change to the Level-Editor pressing <ALT-TAB>. Now you can click **OK** inside the information window.

8. If you like this (and all other) level(s) you have changed just save them with **File/Save all**.