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About Level Edit

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

How to use Level Edit

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

File

Open	Opens blobfact.lvl
Save	Saves blobfact.lvl
Exit	Exits Level Editor

Help

Contents	Opens this help file
About	Tells about Level Editor

Blobfact.lvl File

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

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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