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XLM's Dr. Harrison Game Editor

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Introduction

XLM's Dr. Harrison Game Editor is an easy to use add-on to develop own levels for the game Dr. Harrison. Like the game itself it is shareware. Please choose "How to order" from the Help Menu to get information about how to register Dr. Harrison.

For every game you can design ten different levels with a size of up to 100 to 100 squares.

The shareware-version of the Game Editors is fully functional. You can save and load your self-designed games - but you can play them only when you register as we need money too to live and create new software.

Of course you can give away your self-designed games to your friends, colleagues etc. pp.

If you like to introduce your self-designed games to a broad public please send them to us. We can thus include them into a new version of the game. Of course you get this version for free if we use your game.

Please note: Your registration code is only for you. It is illegal to give it away to friends or publish it.

Handling

On top you have the menu bar offering commands for <u>opening, saving</u> and <u>editing</u> games plus commands to invoke the online <u>help</u>.

Below there is the <u>symbol bar</u> offering displays and switches to choose the level to edit and define its most important characteristics.

Under the symbol bar on the left of the window is the <u>edit region</u> of the level. You can change the region by using the scrollbars.
In the right part of the window is the <u>tool region</u> with all tools you need to edit a level.

At the bottom of the window is a status line displaying important information. If you move the mouse-pointer over a sensitive area this line will explain what the area is for.
If the mouse-pointer is on the edit region the status line displays the current tool, the mouse pointer position plus sometimes additional information.

Symbol Bar

Under the menu bar is the symbol bar with various displays and switches.

With the switches you can choose the level to edit and its most important characteristics.

If the mouse-pointer is on one of the switches the status line at the bottom displays infos about that switch.
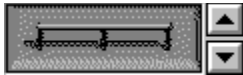

This display shows the number of the current level. A game can contain up to 10 levels. With the switches beside this display you can watch and/or edit the last or next level. If you applied changes to the current level you will be asked if you want to save it.


This switch lets you enter a name for the level. The name will later be displayed in the title bar of the window.

This display shows height and width of the level. The switch with the arrows lets you change these values ranging from 25 to 100.


This display shows the wall style of the current level. With the switches beside this display you can choose another wall style for your level.

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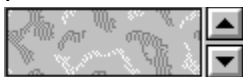
This display shows the floor style of the current level. With the switches beside this display you can choose another floor style for your level.

Edit Region

The edit region is under the symbol bar on the left side of the window.
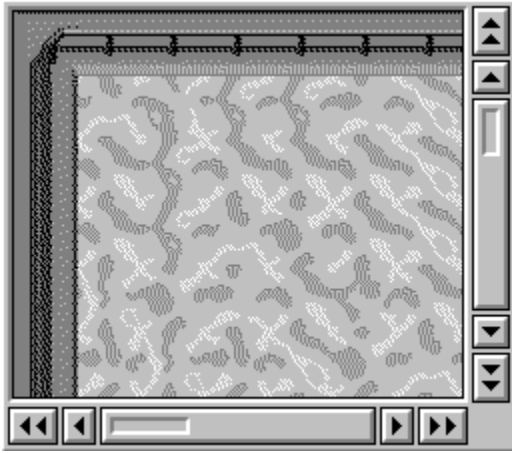

The edit region displays a part of the current level. You can move around by using the scroll-bars.

When you press the left mouse-button somewhere inside the edit region you place the currently choosen object (robot, barrier, hearts etc. pp.).

If you keep the mouse-button pressed and move the mouse you can place the current object on all fields you touch.

Tool Region

The tool region is under the symbol bar on the right side of the window.
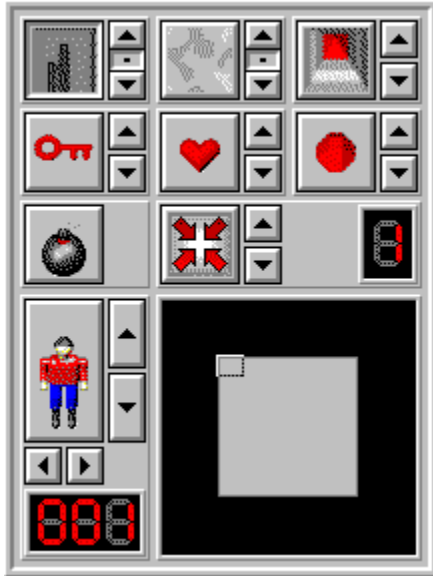
Here are switches for all functions you need to create a level of your own. If the mouse-pointer is on one of the switches the status line at the bottom displays infos about that switch.

By clicking on the big switch with the picture of the wall or the railing you choose the tool 'wall'. Now you can place walls in the edit region by pressing the left mouse-button.
The small switch with black point toggles the automatic wall design. If it is active the walls will suit each other automatically.
With the arrows you can choose another wall form but this is ignored if automatic wall design is active.

By clicking on the big switch with the picture of the floor you choose the tool 'floor'. Now you can erase every object in the edit region by pressing the left mouse-button on top of it and so putting floor there.
The small switch with black point toggles the automatic floor choice. If it is active the editor will randomly choose a floor style. If you want to define the floor style at a given point please switch this off and choose a floor style with the arrows.

With the big switch you get the tool 'barrier'. With the arrows you can choose a color. In the game the players will need a key in the same color to unlock a barrier. Please take a look at the main game help file for more informations about the elements of the game.

With this you choose the tool 'key'. They are needed to unlock the barriers. With the arrows you can choose a color.

This tool lets you place energy units. With the arrows you can choose a color. When he collects them Dr. Harrison gets one unit for a red one, two for a yellow one, five for a green and ten for a blue one.

This tool lets you place bonus points. With the arrows you can choose a color. When he collects them Dr. Harrison gets one point for a red, two for a yellow, five for a green and ten for a blue one.

This tool lets you place bombs. Dr. Harrison needs them to destroy the robots.

Barriers, keys, energy units, bonus points and bombs are availbale in unlimited numbers and can be placed everywhere you want. If you put one object on top of another the old one will be erased.

The left switch activates the tool 'field'. With the arrows you can choose the special field you want. There are three different ones:

The startfield must be part of each level and there can be only one of it. You have to place Der. Harrison on it. From there Dr. Harrison will start to explore the level.

The field 'next level' also must be part of each level and there can be only one of it. Only in the last level instaed of this field you have to place the third kind of special fields, the filed 'exit' . In each level Dr. Harrison has to reach the field 'next level' to get into the next level or the filed 'exit' in the last level to win the game.

The display on the left shows how many of this fields still have to be placed.

The big switch activates the tool 'figure'. With the arrows you can choose between three kinds of robots and Dr. Harrison. To find out more about the diffenrent kinds of robots please take a look at the Dr. Harrison main game help file. With the arrows under this 'figure' switch you can turn the figures around. Robots will satrt to run in the direction they are put. You can put up to 100 robots of each type. The display below shows how many robots of the current kind can still be placed.

Dr. Harrison always has to be placed on the start field of the level.

Below at the right is an overview of the current level. The visible part is inverted. You can change the area by clicking with the mouse on this overview.

File Menu

The file menu contains the following commands:

- **New Game:** creates a new game with - in the beginning - only one empty level. You can design this level and add more own levels. If you already changed something to the game before choosing this comand you will be prompted for saving the changes.
- **Open Game ...:** opens a previously saved game.
- **Save Game:** saves the current game.

- **Exit:** Lets you exit XLM's Dr. Harrison Game Editor. You will be asked if you want to save your work.

Edit Menu

This menu contains the following commands:

- **Enter Game Name ...:** lets you enter a name for the game.
- **Options ...:** lets you change certain options.

- **Add New Level**: lets you add a new level. When you start designing a game it will contain only one level. You can add up to nine levels.

- **Clear Level:** deletes all contents of the current level.
- **Change Levelsize ...:** lets you change the size of the level.
- **Enter Level Name ...:** lets you name your level.

- **Display Order of Barriers:** If 'Define Order of Barriers' was choosen for that level the order will displayed. Every barrier gets a number.
- **Define Order of Barriers:** you should activate this command if you want your self-designed level to have a help mode showing how to open the barriers best (the barrier to be opened next will be blinking). Before choosing this command all barriers have to be set. Please click on the barriers with the left mouse button in the order the player should open them. After choosing this command for the first time please click on the barriers in the order they shall be displayed inside the helpfile. After that choose this command again to unmark it. Now you can again edit your level and insert hearts or bonus points.

Help Menu

The Help-menu contains the following commands:

- **Contents**: By this you get the online help for XLM's Dr. Harrison Game Editor giving you detailed instructions for the editor.
- **Help on Dr. Harrison**: By this you get help on the main game, its elements and how to play it.
- **Help on Help**: By this you get help on how to use help files.

- **How to register:** By this you get detailed informations about how to order the full version from your nearest distributor.
- **Enter registration code ...:** This command lets you unlock the shareware version by entering your registration code to enjoy the advantages of the full version.
- **Order Form**: If you want to order you can use this form to send by mail or email to one of our distributors.

- **About XLM's Dr. Harrison Game Editor ...:** By this you get informations about the Dr. Harrison Game Editor.

Open Game

If you open a game its first level will be loaded into the edit region.

If you receive a message, that the game is protected it means it cannot be edited anymore because its creator decided so.

Save Game

This dialog window is to be found in the menu under "File/Save Game".

This window appears also if you perform other operations changing the game.

Please note that you cannot change your gamename later as several files are part of each game. Please never try to change the names of these files by hand, this might destroy your game.

Enter Game Name

You can enter a new name for your selfdesigned game or change the old name.

If you choose 'OK' changings will be saved. if you choose 'Cancel' the level will keep its old name.

Options

This dialog window is to be found in the menu under "Edit/Options".

Here you can define if the current game can be opened only in the Game Editor, only in the Game itself or in both programs.

The options are:

- **edit only**: If you choose this option the game can only be opened in the Game Editor but not in the game - the self-designed game can never be played. In the shareware version only this option is available. Please register XLM's Dr. Harrison to access the other options.
- **play and edit:** This option lets you edit your game in the Editor and play it as well. Normally you should always choose this option.
- **play only:** This option prevents any further changes of the game. Please only choose this option to give away a 100% ready game to friends.

Change Levelsize

The dialog window "Change Levelsize" can be reached via the menu by choosing first "Edit" and then "Change Levelsize"   or from the symbol bar.

With this dialog you can change height and width of your level in ranges between 25 to 100 for each direction.

The smallest level you can creat is 25 x 25 squares, the biggest 100 x 100.

Enter Level Name

The dialog window "Levelname" can be reached from the menu by choosing "Edit" and then choosing "Levelname". You can also invoke this function from the symbol bar.

You can enter a new name for the level or change an old name. The name will be displayed in the title bar of the game.

After entering a name please close the window by clicking "OK".

If you click "Cancel" no changes will be made and the level keeps its old name.