Blob Factory Level Editor

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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 [tile palette] with either the left or right mouse buttons. The tile clicked is now displayed in the right ot left box. Then clicking on the level with the right or left mouse buttons places the tile were you clicked. Dragging the right or left mouse button puts tiles were 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

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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...HHHHH...*...H.<......<......
----_---_------------___-----__----__------___------------E--------------
```

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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