Üz 3.04 Level Editor Documentation
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Ready to make your own levels? Good for you! Hopefully, this document will help you get started. Go ahead and print it out, it's just five pages!

KNOWN BUGS

The level editor still has a few bugs in it, so we'd better get those out of the way first:

If you try to click on stuff in the Level Editor and nothing happens, try alt-tabbing into it. This happens when you have something else open on top of the level editor, like the image library or masking library for instance.

When you open the music selector, do NOT click sample! It will make the level editor unexpectedly quit, and you will lose all your work since last time you saved! If you want to listen to one of the .midi selections, they're all in the Üz directory.

When you first start up the Level Editor, you will see a large screen which has a list of all levels in Üz. We're going to examine level 67, "Gravity Multipuzzle", and see what makes it tick. We can mess with it as much as we like, as long as we don't save. Scroll the box down to level 67 and double click. The level manager should vanish, and the level editor should pop up.

BASIC EDITOR FUNCTIONS

There is a list of checkboxes and other doohickeys on the right, and a picture of the level on the left. Clicking on an object in the level will display its settings.

ID:

This tells the game which items match up. Click on a yellow box, for instance. It has an ID of 5. All of the items with ID 5 will match up with each other. Since its' ID is 5, it will appear in the 5th position of the "objects to destroy" box when you're playing Üz. Bombs must be given ID 666 to act like bombs. Objects which are destructible, but don't need to be destroyed to beat the level, are given an ID above 10.

Objects which are not destructible have no ID.

Destructible

If this is checked, the object can be destroyed. You must also fill in a number in the ID box to designate which objects it matches up with. The red balloon is marked as destructible so that it will show up in the "objects to destroy" box.

Movable

This designates whether or not the player can move the block. The red balloon can be moved, though the walls and teleporters can not. If you want to be clever, you can make destructible immovable blocks, or movable teleporters.

Acid

This toggles whether or not the current square acts as acid, water, lava, etc. If you click the on lava in the level editor, you will notice the box becomes checked, and has a red square next to it. This means that when an object is dunked into it, a red splash will appear. The splash color can also be set to blue for water, green for acid, or yellow, which is not used in the game... Possible urine, or lemonade?

Key
Locked

This toggles whether or not the current square acts like a key or lock. Clicking on the locked blue block will reveal that it is mobile and destructible, but these attributes will take effect <u>only after the piece is unlocked</u>. If you make an object a key or lock, you must assign it a color, just like you do with acid. Note that making it a key does not make it mobile, or automatically assign it a key graphic, you must do this yourself. Making an object locked automatically gives it a picture of a lock of the appropriate color, however.

Falls
Rises

Pretty straight forward, if you want an object to rise or fall, check this box. The blocks with an up arrow on this level are checked as "rises", while the blocks with a down arrow are of course checked as "falls".

Teleport

Possibly the most difficult thing to understand in the entire editor. Click on the bottom-right mouth of the pipe. Wow, lots of information!

The coordinates, [4, 6] designate where the pipe teleports the block to. Use the numbers on the edge to figure out exactly where this is. If that spot is marked as "obstacle", the teleport will not work in the game, and will instead act like a wall.

There are two radio buttons, "Poof", and "Pipe". Poof will make the block teleport to its destination with a flash, while Pipe will make the block appear to go in one end of the pipe, and out another.

Input + Output direction are only used for the Pipe effect. Since an object can only enter the pipe if it's moving left, the input direction is set to "left". Since an object exiting the pipe will exit moving right, the output direction is set to "right".

BLOCK COSMETICS

Now that you know what makes a block act like a block, you only need to find out what makes a block look like a block. Click on one of the straight, vertical sections of pipe. A picture of a pipe will show up in the top right corner, in the foreground dialogue box, click on it.

You're now in the image library. Doesn't look very big does it? You can go ahead and browse through it if you like. If you want a block to be solid yellow, or solid blue, you can click on one of those colors down at the bottom. See if you can find those yellow arrowed blocks I have in the level.

Having trouble? Well, this is where masks come in. If you look under "Textures", in the first row, you'll see what looks like the yellow arrowed blocks, just without arrows. Click on it. We're going to make this section of pipe a yellow arrowed block instead.

You won't notice the change in the level until you click somewhere else, but if you look on the right side, below the background color box, you'll see something which says "Preview". This is what the current square will look like when you move the cursor.

MASKS

Under foreground, check the "Mask" checkbox, and click the white box to the right of the checkbox. This should open the mask library. Each mask looks like a little black and white picture – The white parts of the picture are the places where the current block will show through, the black parts of the mask will appear transparent on the block. We want an up arrow, so go ahead and click the small arrow.

Look at the block preview. This isn't what we wanted at all! The mask we chose has a white up arrow, so this is the only part of the block which will show through. Oops! No harm done, just click the "Inv." checkbox to the left of the mask. This takes the inverse of the current mask. Beautiful, you did a great job!

Changing the background for the current tile is just as easy, and follows the exact same guidelines. If you want the tile's background to be a certain color, check the "Background Color" checkbox, and click the white rectangle. Change this to whatever color you like.

Using masks, you can create some really cool effects, like the ridged top of a pool of lava, or the shimmering reflection of a moon, like on Moon Lagoon.

There's just two more ingredients to a basic puzzle: Music and background!

BACKGROUND

Hit Ctrl-B to bring up the background dialogue. You can either choose a .BMP image file, or you can make the entire background one of 16 million colors.

MUSIC

Go ahead and close the background dialogue, then hit Ctrl-M to bring up the music dialogue. Don't hit sample! This will crash the game. You can hit "Change" to change the music selection, and hit OK when you're satisfied. You won't hear the music until you enter Üz and play the level.

ADVANCED EDITOR FUNCTIONS

There's a few more things you might want to know about before we go on, all are simple cosmetic things, and not necessary yet: Tints, and SRCPaint. Copying and Pasting will speed things up, but it's not necessary.

TINTS

Go ahead and open level 97, "Corridor Corner". This level looks really cool, and I'm very proud to be able to say that I created it. The colored patterns around the corners, and the edges with the red and yellow pipes are a real visual feast. How did I do it? Tints, of course.

This whole level is sort of an optical illusion. Hit Ctrl-B to open the background dialogue. The level's background is actually a grayed pattern, and the center active part of the level has a dark gray background color. The grayed pattern is tinted.

Let's tint the blue section of the level color to purple instead. Go ahead and click a blue square, any one will do, just make sure it's completely blue, not just half blue. Next, enter the foreground image library, click the purple box, and check "Tinted" if it's not checked already. Go back to the main screen... Behold! Your lovely purple tinted square!

COPYING + PASTING

But that's not enough, we want to make the entire field tinted! Hit Ctrl-C to copy the current tile, and press the right mouse button to copy it everywhere that there's a full blue-tinted square. We'll worry about the half-blue squares later.

MASKED TINTS

Click one of the bottom half-blue tinted squares. Notice that for the foreground, it's blue alright, but it's masked so that only the top part of the tint shows through. The background is a pipe pattern, masked so that only the bottom part shows through. A-ha! It all makes sense now, doesn't it?

Go ahead and tint the top half of the square purple. Make sure it's masked properly! You can copy this square throughout the bottom of the field. Go ahead and use the same technique on the right side of the field... Voila! Very nice work!

SRCPAINT

This is a very neat option to play with, though it's not used much in the game. The first place it's used, as a matter of fact, is level 102, "More Troubling Water". But we're not going to look at that one – We're interested in Level 104, "Flood".

This level features an underwater tree. If you look, you'll notice it seems as if we took the water pattern, made it transparent, and smacked it onto the bottom of the tree! Well, that's almost what we did.

Click on part of the tree's trunk, and you'll see that the foreground is tree trunk, and the background is water. Opening the foreground image library, you'll see that "Apply with SRCPaint" is toggled. What this means is that the tree trunk is made semi-transparent. The background is the water pattern, so the effect is that the tree trunk appears to be behind a layer of water. Pretty cool, eh?

COLOR CODED PREVIEW

Remaining in Level 104, go ahead and open the color coded preview, either through the options menu or with Ctrl-P. This is a useful tool used mostly for debugging your levels.

The most useful mode is, in my opinion, "partial w/dim bg". Click this radio button, and you'll see the level, background dimmed, and cross hatching marks all over it. The red cross-hatching marks designate obstacles, that's what we're looking for. Often, when you're making a level, you'll accidentally leave one or two walls with their obstacle flag off. Using this color coded preview, you can scan the level and make sure everything's in order.

ADDITIONAL INFORMATION

There's a few more things you might want to know about the level editor:

❖ Several objects, like keys and the basic shapes, can not be masked properly. Instead, if you try to mask them, an additional layer of black will be masked behind them. If you want to indicate that a key falls, for instance, mask it with a big down arrow, and see what happens!

❖ While you can not apply two masks to an object, it is possible to achieve the same effect with more creative means. Look at the moon in "Moon Lagoon" and "Moon Lagoon 2" for an example of this method of creative masking.

❖ If you want text on your level, like in the tutorial levels, you can use the text command under "Edit", or just hit Ctrl-T.

❖ To make a capital Ü, as in Üz, hold down alt and type 154 on the number pad. Lower case ü? That's alt-129.

❖ If you mask a wall, make sure it doesn't look like a block could scoot half-way into it! While Üz's graphics and hit detection are all square-oriented, we don't want anybody else to know this!

❖ Any more Level-editor questions? Reach me at piecemeal@geocities.com!