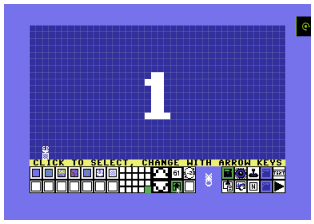
RETROA RETROA BUILDA

LEVEL EDITOR MANUAL

U I.

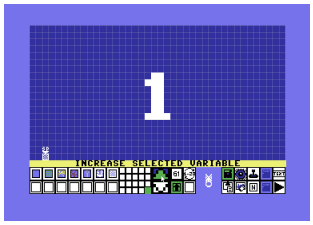
Changing Levels:

Step 1.



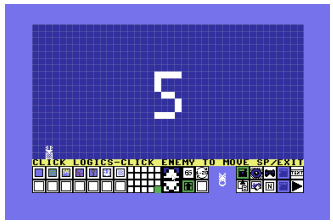
Click Arrow shown to select level changer

Step 2.



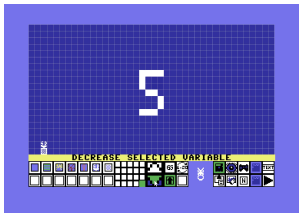
Change level with up arrows shown.

Step 3.



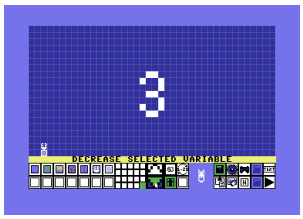
Click or Hold to go up through levels

Step 1.



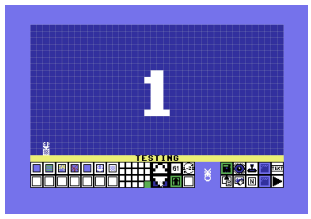
Click or hold to go down through levels

Step 2.



Two clicks down

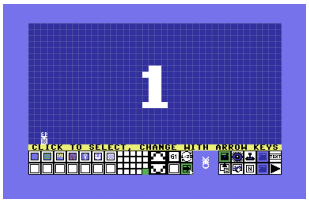
Step 3.



Two clicks down

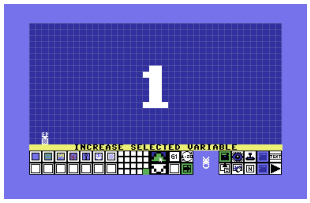
Changing Enemies:

Step 1.



Click Arrow shown to change enemy

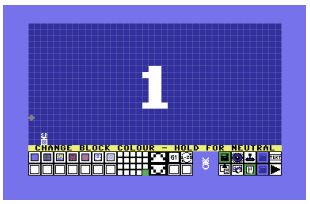
Step 2.



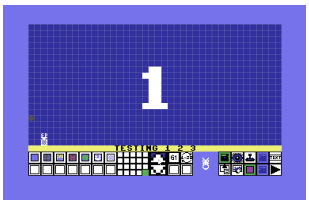
Click up/down arrows to change enemy

Changing block colour:

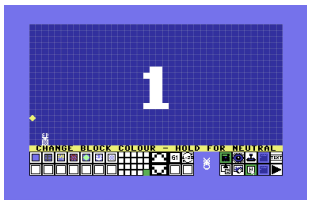
Step 1. Step 2.



Click button shown to change block colour



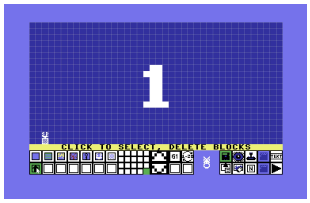
Click or hold up/down arrows to change



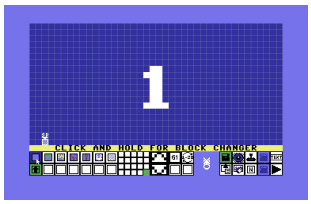
Click and hold to change to Neutral

Selecting Blocks:

Delete blocks :-



Click arrow shown to select delete blocks

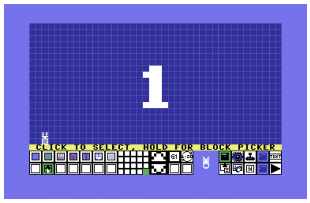


Click and hold shown to select block changer

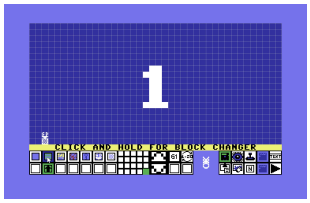
When delete blocks is selected, you click blocks already on screen to delete that block. Click and hold will activate rectangle select, starting at block or area on screen, up/down/left or right to new position of mouse x/y on screen area. All blocks within the Selected rectangular area will be deleted.

Solid blocks :-

Step 1. **Step 2.**



Click arrow shown to select solid blocks



Click and hold shown to select block changer

When solid blocks are selected, you click on screen area, a block will be placed at grid position clicked.

Clicking on a block again will also delete block.

Click and hold when placing blocks will activate rectangle select, all blocks within selected area will be replaced by selected solid block.

When block changer is activated, clicking on a block within the grid area, will change all blocks, same as the block clicked on to selected solid block. (exceptions can apply, explained in section **Block colour changer:**)

Solid block highlight colour:

- **Green**

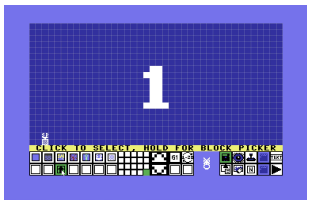
  Solid blocks that are highlighted green in colour, mean the player isn't able to pass through.

- **Dark Grey**

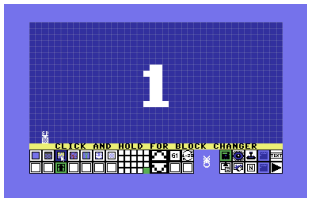
  solid blocks that are highlighted dark grey behave as background, they have no collision, which allows you to create background details.

Jump Through Blocks:

Step 1. Step 2.



Click arrow to select jump through blocks



Click and hold shown to select block changer

When jump through blocks are selected, you click on screen area, a block will be placed at grid position clicked.

Clicking on a block again will also delete block.

Click and hold when placing blocks will activate rectangle select, all blocks within selected area will be replaced by selected jump through block.

When block changer is activated, clicking on a block within the grid area, will change all blocks, same as the block clicked on to selected jump through block. (exceptions can apply, explained in section **Block colour changer:**)

Jump Through block highlight colour:

- **Yellow**

  Jump through blocks that are highlighted yellow in colour, mean the player can pass through up/left/right.

- **Purple**

  Jump through blocks that are highlighted purple, mean the player can pass through up/left/right. But will start to crumble when walked on.

- **Light Green**

  Jump through blocks that are highlighted light green, mean the player can pass through up/left/right. But they're conveyor belts and will move the player in the direction the conveyor is turning when walked on. Player can run left and right on conveyor belts.

- **Blue**

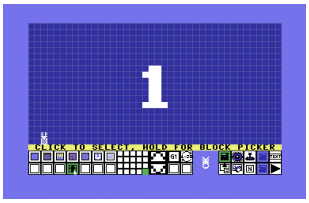
  Jump through blocks that are highlighted blue, mean the player can pass through up/left/right. But they're ice and will slide the player in direction of movement when walked on. Player will slide slowly to stop when releasing direction of movement.

- **Cyan**

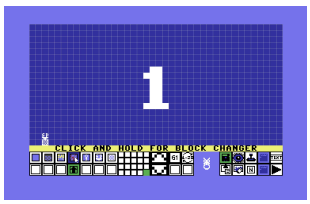
  Jump through blocks that are highlighted Cyan, mean the player can pass through up/down/left/right. But they're water, which means the player will be able to swim using the jump key.

Hazard Blocks:

Step 1. Step 2.



Click arrow to select hazard blocks



Click and hold shown to select block changer

When hazard blocks are selected, you click on screen area, a block will be placed at grid position clicked.

Clicking on a block again will also delete block.

Click and hold when placing blocks will activate rectangle select, all blocks within selected area will be replaced by selected hazard block.

When block changer is activated, clicking on a block within the grid area, will change all blocks, same as the block clicked on to selected hazard block. (exceptions can apply, explained in section **Block colour changer:**)

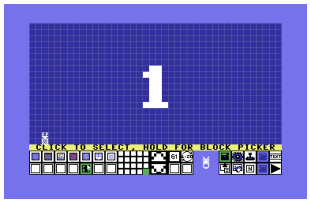
Hazard Highlighted Colour:

- **Red**

  Mean the player will die if he hits the hazard block.

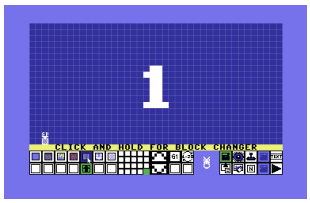
Collectable Blocks:

Step 1.



Click arrow to select collectable blocks

Step 2.



Click and hold shown to select block changer

When collectable blocks are selected, you click on screen area, a block will be placed at grid position clicked. Collectables can be placed over other blocks.

Clicking on a block again will also delete block.

When block changer is activated, clicking on a collectable block within the grid area, will change all collectable blocks, same as the block clicked on to selected collectable block.

PLEASE NOTE: At the moment collectables will be hidden behind solid blocks, just in case I haven't sorted that out yet.

Logic Blocks:

Logic button types:

- **SP**

When logic block are selected, you click on screen area, a block will be placed at grid position clicked.

Clicking on a block again will also delete block.

Click and hold when placing blocks will activate rectangle select, all blocks within selected area will be replaced by selected jump through block.

When block changer is activated, clicking on a block within the grid area, will change all blocks, same as the block clicked on to selected jump through block. (exceptions can apply, explained in section **Block colour changer:**)

Exit Blocks:

When exit blocks are selected, you click on screen area, a block will be placed at grid position clicked.

Clicking on a block again will also delete block.

Only one exit can be put into level. So you will have to delete old exit before repositioning one.