Alien Insanity

- Guide to Modding -



You can bring up this manual any time in the Level Editor by pressing **M**.

Press **Alt+TAB** to hide

(Last updated 03/19/17)

How to Create Mods

As it's name suggests, the way to get started creating a mod is to copy one of the examples or download one from the Workshop and ***mod***-ify it.

Modding in Alien Insanity is very easy. It simply involves replacing some images, changing some text, and editing a map. The best advice is to start off with something very simple and gradually add more complicated things.

Each mod that you make has to be placed in the Mods folder. Each mod consists of a folder with some files which contain the details of your mod. The mod includes:

- **The map** (this is a tab separated file which you can edit in a text editor or a spreadsheet program.)
- **Textures** (these are the images that are on the walls, floor etc. Currently only .bmp files are supported but you can convert them with most programs including Windows Paint!)
- **Text** (these are files which display the title , description, intro and other text information. They can be edited with a text editor like Notepad).

Textures

The easiest thing to start off with is to change the textures. The textures must all be windows bitmap files and be named:

wall.bmp

ceiling.bmp

floor.bmp

Your Mods

Your mod folder is usually located at C:\Program Files (x86)\Steam\steamapps\common\Alien Insanity\Mods Here you will see folders containing your mods. To start off with you could copy one of the folders. In your new folder open the **title.txt** file and type a new name for your mod level.

Subscribed Mods

When you subscribe to other people's mods they are placed in the Steam Mod folder. This is usually located in C:\Program Files (x86)\Steam\steamapps\workshop\content\598350 . You can make copies of these mods and put them in your mod folder to change them.

Mod Etiquette and Copyright

If you are creating a mod which is just a reskin or a slight change of someone elses mod, it is polite to ask permission from the original owner before uploading it to the Steam workshop and also to give an attribution to them. Using other people's textures is not allowed without permission (unless for your own use).

Map Editor

Alien Insanity has an inbuilt map editor to help you map out the basics of your level. (For more advanced features such as wormholes you will have to edit the text file manually. Using the map editor is a good start to quickly map out a level.) The symbols in the **map.txt** file are, in some cases, designed to look a bit like the feature they represent. For example **~** for water.

The main keys in the level editor are:

Action	**Level editor key press**
Move to different square	Arrow keys
Save level	Control + S
Back to menu (make sure to save first)	Escape

To add features:

Feature	**Level editor key press**	**Symbol in map.txt**
Floor	Space	#
Empty space	Space	.
Start	S	S
End	E	E
Pillar	P	P
Water gate	G	G
Water	3	~
Moving walkway	1	_

Stalagmites (floor spikes)	6	^
Stalactites (ceiling spikes)	2	“
Raft		R
Sliding door (NS-facing)	I	|
Sliding door (EW-facing)	-	-
Electronic door	D	D1...D9
Electronic control		L1...L9
Electronic door clue		Q1...Q9
Portal entrance		O1..O9
Portal exit		o1..o9
Antigravity tunnel		< > (in two joining cells)

Directions

In the level editor you can change the direction of some object by pressing SHIFT and UP, DOWN, LEFT or RIGHT over an object.

In the **map.txt** file, the directions of certain features are given by symbols which look (roughly) like an arrow pointing in the required direction. They are:

Direction	Symbol
East →	>
South-east ↘	J
South ↓	v
South-west ↙	L
West ←	<
North-west ↖	r
North ↑	^
North-east ↗	T

which you place after the first symbol. For example **_<** is a walkway moving West, and **R^** is a raft moving North. **S>** means start facing East.

Every map must have exactly one Start (**S**) and End (**E**) square.

Scenery

Some items are there for scenery and have no game function. These are:

Scenery feature	Key press	Symbol in map.txt
Flower	F	F
Captured human woman	W	W
Captured alien	A	A
Broken monitor	C	C
Torus anomaly	T	T
Spider web	X	x
Reactor	8	*
Rubber duck	B	b

These can be combined with a direction to show which way they are facing.

Wall Shape

In the wallshape.txt file is a series of coodinates that describe the shape of the walls. You can plot these out on graph paper. The shape always starts at (-1,-1) and ends at (1,-1). With just these two coordaintes you would have a straight wall.

Saving

After mapping out you level in the level editor you must press Cntrl+S to save the map in order to play it. Then you can open **map.txt** and add the advanced features such as wormholes and setting the direction of things like rafts.

(Tip: You may be able to edit map.txt in a spreadsheet program. If so, open and save it as a “tab-delimited” file).

Uploading to the Workshop

Make sure you have changed the preview image which must be called **preview.png** and changed the title and description.

To upload you mod to the workshop for the first time, first make sure there is not **update.txt** file in the folder. (If there is delete it. One will be created when you upload your mod. If you are updating a mod don't delete this file). Run the game Alien Insanity and find your mod. When you select it you should see an option to upload your mod to the workshop.

Further Questions

If you have further questions please visit the community to ask for help in the discussions. Also, let me know if you want further details in this document about certain features or if you have feature requests.