

# Rain World (Unofficial) Level Editor

## Beta 1

By AndrewFM

"Intern" - 12 Lands, Boundless Space

## Basic Usage

Upon opening the editor, press "L" to load a map file. You will be prompted to load the .txt file which describes the room. After selecting this file, you will be prompted to open all image files for the room. Some levels have only one while others have many. The editor will search for images with the naming scheme used for the game, so this part is often as simple as just clicking open until one of the files doesn't exist. Once all of the images are loaded, press "cancel."

Two more keyboard controls are available once a room is loaded. You can press "S" to save the level, or press "R" to rename it. Arrow keys can be used to scroll around the room. In addition, there is a "Map Opacity" slider in the top left which allows one to change the prominence of the background image.

## Editor Modes

### View Mode

This is the default mode which is selected once you load a room. It allows you to view a room, but not edit it.

### Edit Tiles

This mode allows you to modify the tiles (collision) of a room. Use the scroll wheel (or Page Up/Page Down) to select a tile type, left click to place it, and right click to remove it.

### Edit Walls

This mode allows you to add "back walls" which certain lizards can climb. Left click to place, right click to delete.

### Edit Objects

In this mode you can add and remove objects with the mouse. Possible object types are Vertical Pole, Horizontal Pole, Pipe End (to New Room), Pipe End (Monster Den), Pipe End (Monster Migration), Pipe End (Monster Shortcut), Pipe Path, Batfly Nest, Worm Grass, Waterfall Source, Spear Spawner, and Rock Spawner.

## Edit Properties

This mode allows you to choose the direction and strength of the natural light in the room, or add/remove water and choose the water level. To modify the light, click and drag within the yellow circle. The arrow indicates the direction. To change the water height, once it is enabled you can click and drag the area below the surface line.

## Resize Map

When you click this button a prompt will appear for you to enter the desired width and height of the room. The game's screen size is 70x40 tiles.

## Edit Screens

**(This mode is not yet functional)** In this mode you can add or remove screens from your room, or modify the camera alignment. You can select a screen with the cursor. Use shift+arrow keys to move the camera.