

Welcome to my PVZ2 Tools!

It's pretty simple to use.

Each page after this will focus on one part of the tool.

Yes, if you're wondering why I made such a formal looking intro guide, it's because I never want to have to make one down the line. So if I do it now, it's a bonus.

Future to do list (not in any order):

More objects such as Mold Colonies

Implementation of using Custom Items

Missing Grid Items (PLEASE TELL ME WHICH ONES)

Changelog:

Hours Spent:

1.0 - Initial release

4 hours

1.1 - Added score tiles, fixed potion icons.

8 hours

1.2 - Added brand new tool, gravespawns.

15 hours

Anyway, i've filled the page now. Yay.

I'm always open to criticism, and feedback.

If you run into any problems, please let me know.

Anyway that's about it, enjoy!

—Asuki

Section 1: Grid Items (Gravestones)

This is your interface.

Click on one of the grid items at the bottom to make it your selected tool.

Then, click on the grid to place that object.

Note: the Grid ID's won't be on the actual lawn image in the tool.

0,0	1,0	2,0	3,0	4,0	5,0	6,0	7,0	8,0
0,1	1,1	2,1	3,1	4,1	5,1	6,1	7,1	8,1
0,2	1,2	2,2	3,2	4,2	5,2	6,2	7,2	8,2
0,3	1,3	2,3	3,3	4,3	5,3	6,4	7,3	8,3
0,4	1,4	2,4	3,4	4,4	5,4	6,4	7,4	8,4



I set it up so you place the tiles first ->

Then the rest of the objects.

The categories are on the right.

The eraser on the right of the grid can be used to erase grid items. It deletes both the code for it, and the image.



	Tiles
	Non roadblock
	Roadblock
	Slider
	Gravestone

This is the current ID of the grid you are currently on -> Grid ID: 5x4

When you are finished, you select this button here

And it finishes the code for you, making a second output box below the button.

This here is the output box.

```
{
  "aliases": [
    "Gravestones"
  ],
  "objclass": "GravestoneProperties",
  "objdata": {
    "ForceSpawnData": [
      It starts with your starting code ^
      Then adds, for example: {
        "GridX": "5",
        "GridY": "4",
        "TypeName": "goldtile"
      }
    ]
  }
}
```

Tip: it also automatically adds commas if it needs to.

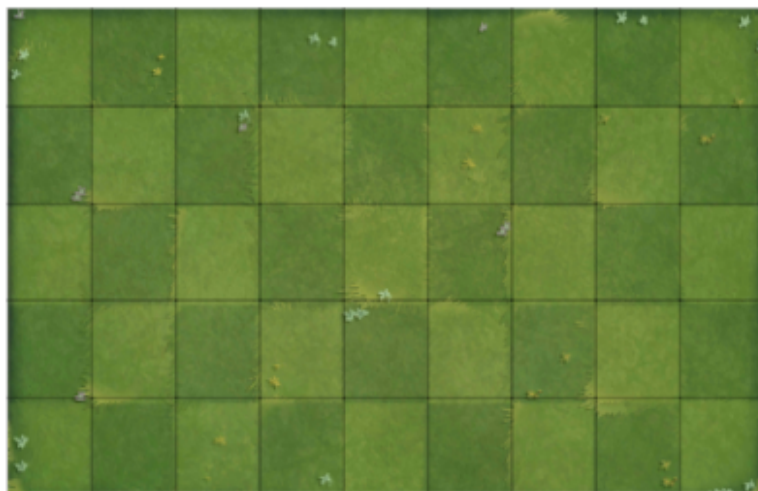
Finished

Section 2: Grave Item Spawns (WaveXGravestonesEventY)

Same grid as before, except this time, you can only place the spots the graves will be.

It works like this:

It randomly places the graves using positions.



Eraser to erase

If you don't want randomness, make an event for each type of grave. This tool will help make that faster than normal :]



Use this tool to place where the gravestones can spawn.

Event Settings:

Wave Number:

Wave number. Used when generating the Event name. Wave4GravestonesEvent2

Event Number:

If you're one of THOSE people who want custom effects and sounds, you can use this.

SpawnEffectAnimID:

SpawnSoundID:



Now here's the interesting part.

What you are looking at is:



1. All the grid items from before except this time, it's looking for a number count of them.



Make sure the number of graves adds up to the number of positions.



Finished

When you are finished, press this button to generate your object

Toggle Separate Arrays

You can press this button to see both of the arrays for grid placements, and amount of each object if you want to manually edit.

Section 3: Grave Zombie Spawns (WaveXGraveSpawnEventY)

Event Settings:

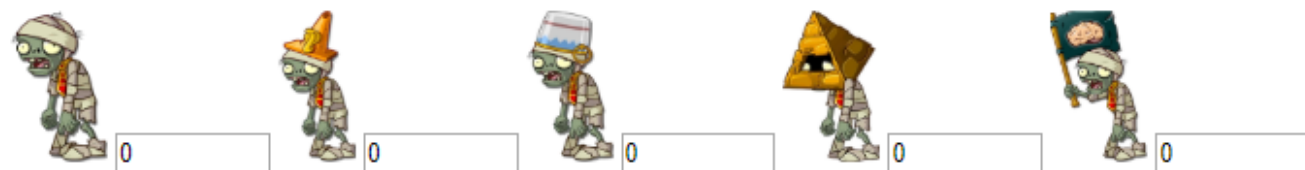
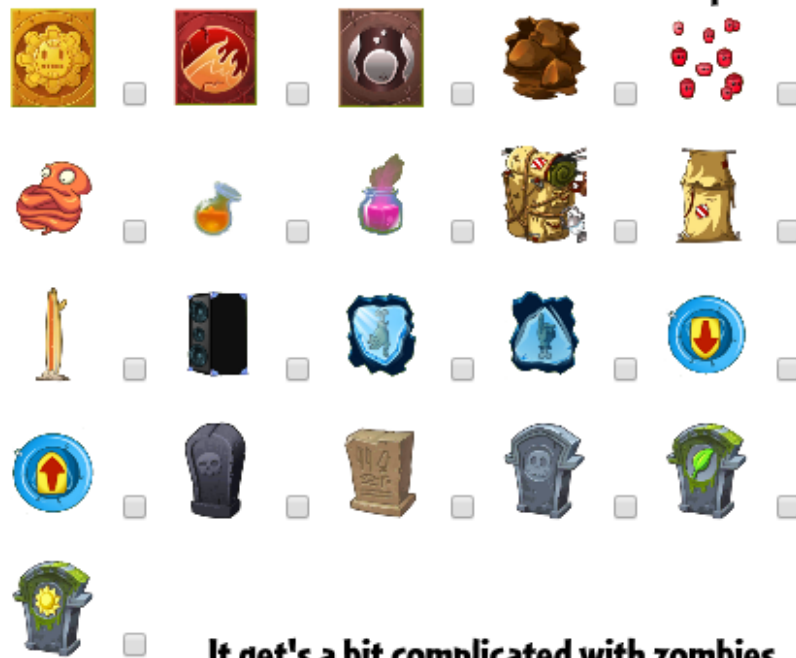
Wave Number: Same as page 2

Event Number: Same as page 2

Additional Plantfood: Amount of plantfood spawned with zombies

WaveStartMessage: [WARNING_GRAVESTONE_SPAWN] The message in which the zombies are spawned.

ZombieSpawnWaitTime: Wait time before spawning after wave.



So right off the bat, you noticed there's no grid. This event doesn't use it.

The amount of zombies spawned is based on the total of the number of zombies. The box to the right of a zombie is how much will spawn. Leave at 0 for none. There is also every type of zombie, but I cut most out for the sake of this guide.

Finished

Last but not least, click this when you are done.

Toggle Seperate Arrays

Same as page 2.