

GravTap Remastered Editor Manual

Edition 1

Table of contents

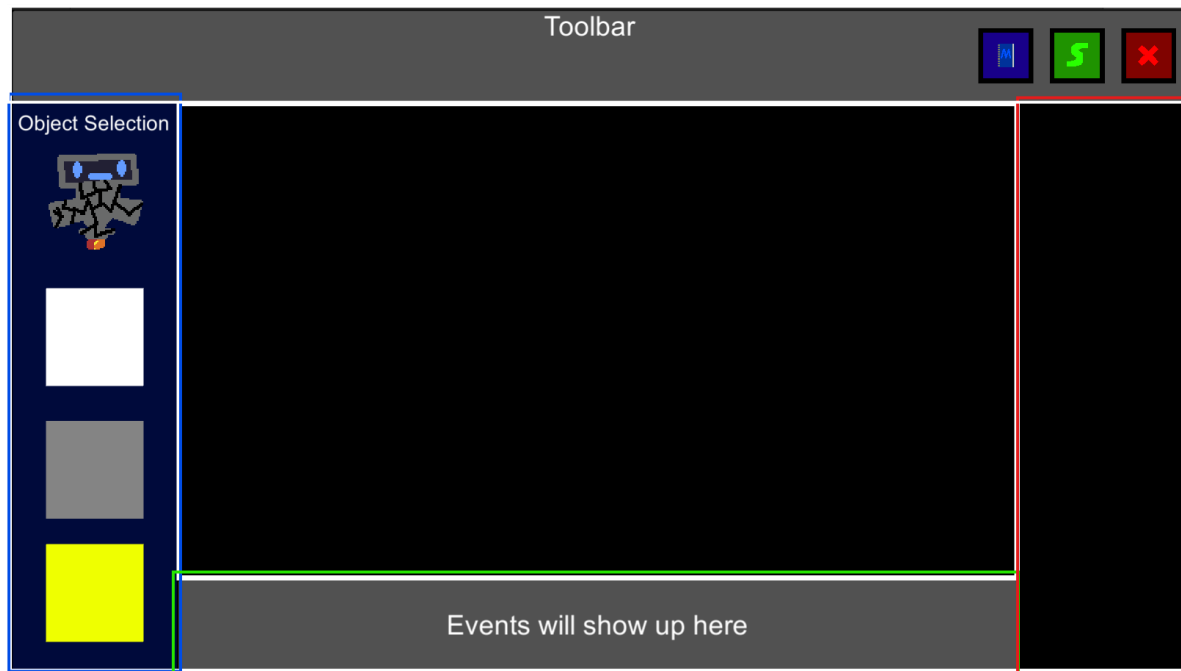
- Table of contents 1
- About the UI..... 2
 - Placing objects 3
 - Deleting objects..... 3
- Editing objects 4
- Saving and Loading..... 5
 - Saving levels..... 5
 - Loading levels..... 6
- How level codes work..... 7
- Extra features 8
 - Keyboard Shortcuts..... 8
 - Chaning Levels 8

About the UI

Let's break down the UI into 5 separate parts

In the middle is the viewport which contains what the players will see when they play your level.

Everything else will be defined by the colored rectangles around them.



Object Selection

Allows to place objects.

Object Editor

Allows you to edit objects after selecting them.

Toolbar

Has buttons for saving, exiting, and opening the manual.

Event Bar

Shows when specific stuff happens.

Placing/Deleting objects

Placing objects

It starts with the object selection.

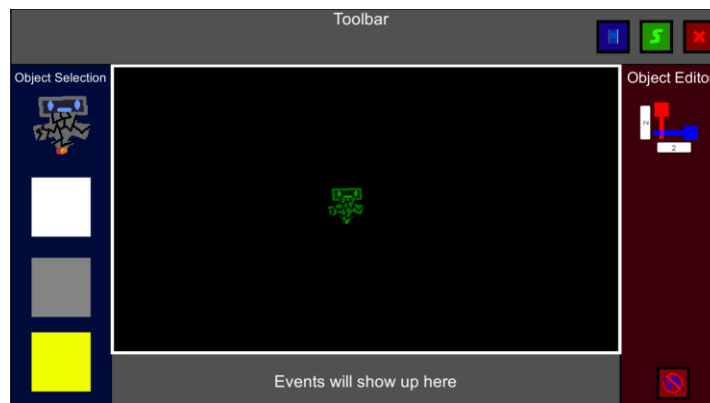


Hover your cursor over any object and click on it to select said object.

After selecting an object move your mouse into the viewport and click again to place the object.

Deleting objects

Click on an object in the viewport to select it, the object should turn green to indicate you have selected the object.

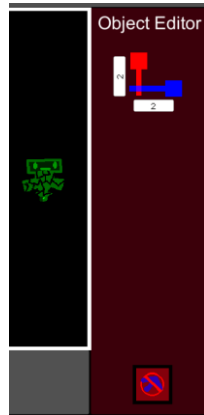


After selecting the object, you can delete it in two ways:

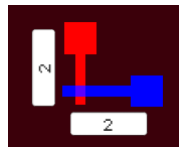
1. Right click on the object.
2. Press CTRL + D on your keyboard.

Editing objects

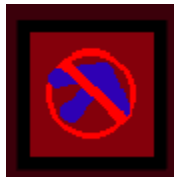
After selecting an object, a red menu will open on the side;



In this menu you will find scale values to change an objects x/y scale and a deselect button.



The scale values relate to an objects X and Y scale with both being able to be changed with the input fields next to the scale icon.

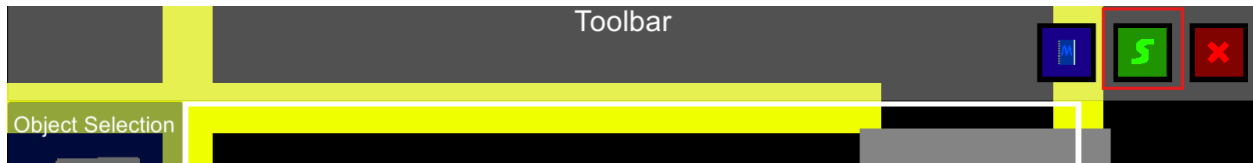


The deselect button is used to deselect an object (as you might have guessed).

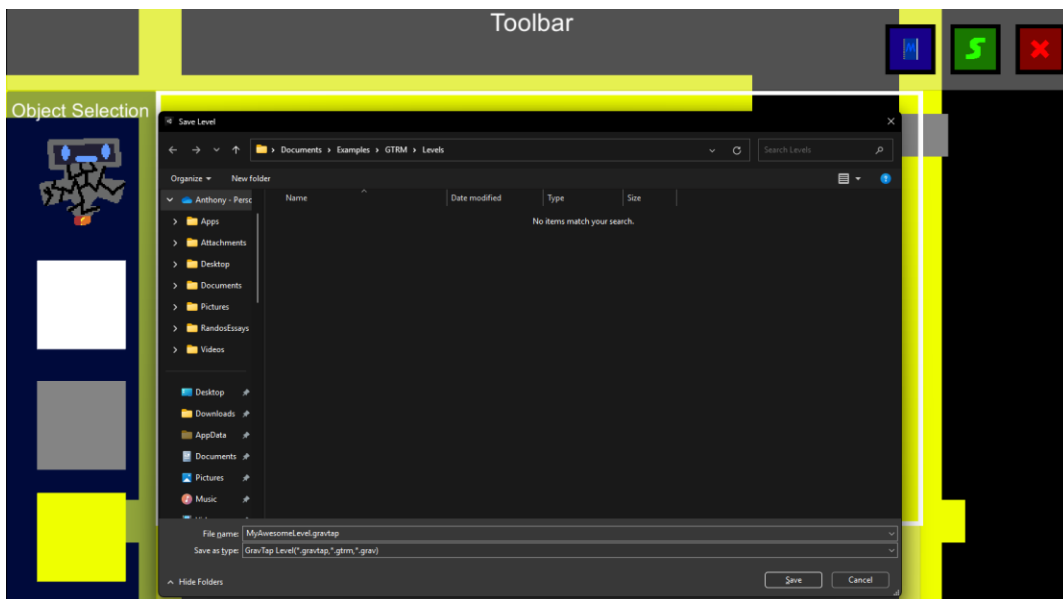
Saving and Loading

Saving levels

After creating your level, you will want to save the level to share with the whole world, to do this, you will need to click the save button.

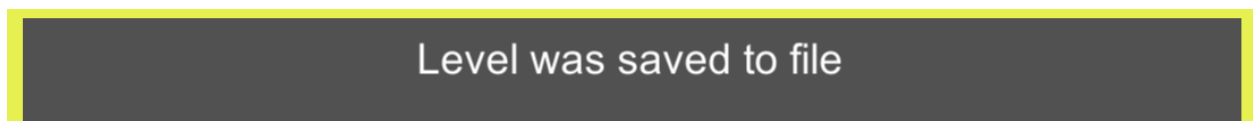


After clicking this button, a file dialog will open.



Here you can choose the save path, file name, and file extension.

After saving you should see the message in the event bar change.



Now you can playtest and share with whole world.

Loading levels

After saving and exiting the editor you can load your level.

In the main menu click “Load Level” this will bring you to the level loader screen.

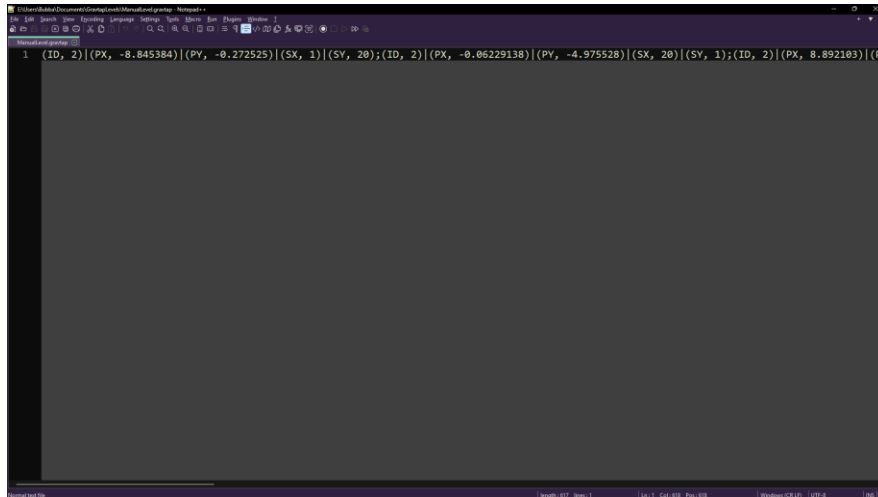


To load the file you just saved, click “Load From File” this will open another file dialog in which you can choose the level file to load.

You can also load a level straight from its code by pasting its code into the input field and clicking “Load”, though you probably will never have to do this as it’s way easier to load straight from a file

How level codes work

Here's what the inside of level file looks like



The code contains every object in the level separated by semi-colons (;)

Here's the first object in the level : (ID, 2)|(PX, -8.845384)|(PY, -0.272525)|(SX, 1)|(SY, 20)

Each set of () is an object attribute separated by pipes (|) on the left is the name of the attribute and on the right is the value of the attribute.

Each name and value will change how the object behave

- “ID” specifies what object it is.
- “PX” and “PY” are its X and Y positions
- “SX” and “SY” similarly are its X and Y scale

Extra features

Keyboard Shortcuts

- CTRL + D : Deletes the currently selected object
- SHIFT + S : Deselects the currently selected object

Chaning Levels

If you want to include multiple levels in your file you will need to edit your main level file.

Start by adding a new attribute called “NL” and set the value to the level code of the level you want to add encoded into base64.

After finishing the attribute should look somewhat like this :

(NL,

KEIELCAwKXwoUFgsIC0wLjQ4NTYxNzYpfChQWSwgMC4xMDY1OTg3KXwoU1gsIDlpfChTWSwgMik7KEIELCAxKXwoUFgsIC0wLjQ4NTYxNzYpfChQWSwgLTEuMzM4NDA5KXwoU1gsIDMpfChTWSwgMSk7KEIELCAxKXwoUFgsIC0yLjAwMTY5Myl8KFBZLCAwLjEwNjU5ODcpfChTWCwgMSI8KFNZLCAyKTsoSUQsIDEpChQWCwgMS4zMtQ3MjEpChQWSwgMC4xNzc2NjUxKXwoU1gsIDEpChTWSwgMik7KEIELCAxKXwoUFgsIC0wLjM0MzQ4NTcpfChQWSwgMS45MDY5MzcpfChTWCwgMyl8KFNZLCAxKTsoSUQsIDMpfChQWCwgLTAuNTgwMzcyNCI8KFBZLCAzLjYxMjUyMSI8KFNYLCAyMCI8KFNZLCAxKTsoSUQsIDMpfChQWCwgLTAuNTA5MzA2MSI8KFBZLCAtMy42MzYyMDkpfChTWCwgMjApfChTWSwgMSk7KEIELCAzKXwoUFgsIC02LjE3MDg5Nyl8KFBZLCAtMC4xMDY1OTkyKXwoU1gsIDEpChTWSwgMjApOyhJRCwgMyl8KFBYLCA1LjUzMtMwMiI8KFBZLCAwLjE3NzY2NTEpfChTWCwgMSI8KFNZLCAyMCI8KE5MLCAp)