

# The PGE \*.LVLX file specification

*Created by Wohlstand (July, 17, 2014)*

This is a text file which saves a level map. All parameters are written with having own markers per every field, and there are divided by data sections which are contains only items of defined type (blocks, background objects, NPC's, etc.).

## Introduction

### Standart parameters:

Standart size of one block	32x32 pixels
On screen can showing height	19 blocks
On screen can showing width	25 blocks
Big height of screen	600 pixels (19 blocks without 8 pixels)
Big width of screen	800 pixels (28 blocks)
Small width of screen	512 pixels (16 blocks)
Small height of screen	480 pixels (15 blocks)

## Default section positions

### (Section Center)

-200000  
-180000  
-160000  
-140000  
-120000  
-100000  
-80000  
-60000  
-40000  
-20000  
0000  
20000  
40000  
-60000  
80000  
100000  
120000  
140000  
160000  
180000  
200000

### Section (X and Y axis ranges)

**01** (-190000 : -219999)  
**02** (-170000 : -189999)  
**03** (-150000 : -189999)  
**04** (-130000 : -149999)  
**05** (-110000 : -129999)  
**06** (-90000 : -109999)  
**07** (-70000 : -89999)  
**08** (-50000 : -69999)  
**09** (-30000 : -49999)  
**10** (-10000 : -29999)  
**11** (9999 : -9999)  
**12** (10000 : 29999)  
**13** (30000 : 49999)  
**14** (50000 : 69999)  
**15** (70000 : 89999)  
**16** (90000 : 109999)  
**17** (100000 : 129999)  
**18** (130000 : 149999)  
**19** (150000 : 169999)  
**20** (170000 : 189999)  
**21** (190000 : 209999)

- The standard size of one section zone is 29999×29999 pixels
- Y is always equal to X as Section center coordinates
- where x=0 and y=0 – is a center of 11'th section.

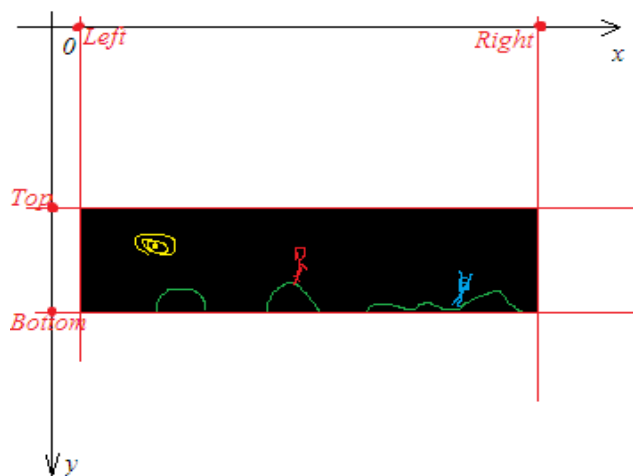
For converting from absolute coordinates to the relative of center by one section:

$$X_{n-section} = X_{absolute} - X_{Current\ section\ center}$$

$$Y_{n-section} = Y_{absolute} - Y_{Current\ section\ center}$$

The section size and position are defined by the position of each side of the section. height and width are calculated with a formula:

$$W = |L-R| \quad H = |T-B|$$

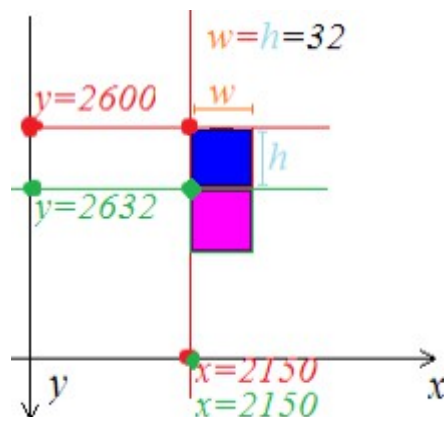
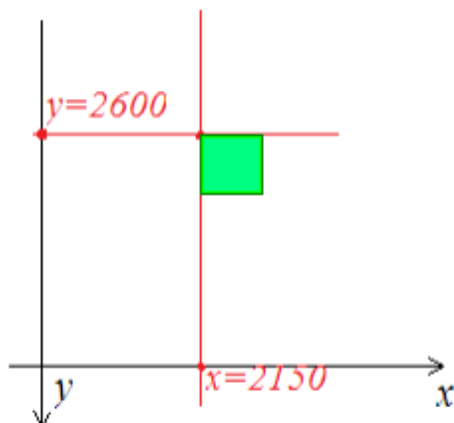


**The coordinates of an object's placement is set concerning its upper left corner:**

In this example, the mushroom's coordinates on the current section is: X=2150; Y=2600 and the block coordinates are: X=2150; Y=2632

**Remember!**

As the Y axis is turned to move an object down, it is necessary to add to the Y offset and to move up, it is necessary to subtract.



# File Format Specification

## The reference designations:

- standart parameter
- currently not implemented or not used parameter
- **Comment title**
- Comment description
- **loop**
- **variable**
- *Special option, using only under special conditions, differently is absent*
- **File format version limit**
- **Data type**

## File format version:

*The version number of the file format defines data present or absent in the file.*

## Sections

Each data type separated by markers:

started from line **DATA1** and closed with line **DATA1\_END**

## for example:

SECTION

SC:1;L:-32445;R:-32436;T:-43623;B:-32677;MZ:43;MF:"test.ogg";BG:34; ← some data

SECTION\_END

## List of available sections:

Marker	Description
HEAD	File header
SECTION	Level sections
META_BOOKMARKS	Position bookmarks
STARTPOINT	Player's start points
BLOCK	Blocks present on the map
BGO	BGO present on the map
NPC	NPC present on the map
PHYSICS	Physical environment zones on the map
DOORS	Warps and doors available on the map
LAYERS	Layers
EVENTS	Action-styled events
VARIABLES	Local level variables are can be used with scripts and conditions
SCRIPTS	Local level scripts are allows you exchange level with interactions
EVENT	Sub-section of action-styled events, contains list of actions
EVENTS_CLASSIC	SMBX64-compatible classic events

## Data

Each data entry have each line. Parameters separated with a semicolon “;”. All parameters must have a markers. Marker and value separated by colon “:”. Non-exist markers will be skipped. Not allowing to use parameters without markers. Data-type for each parameter defining by its internal. Data-types closed by its markers. Always possible add new marker with possible to save compatible with old versions.

### Example of data entry:

```
ID:24;X:-4146;Y:23566;V:-1;ZO:0;SP:-1;L:"Default"
```

### Data types syntax:

12345	unsigned int/long
-31414	signed int/long
13.45	unsigned float/double
-34.772	signed float/double
"Hello world"	string
H48656c6c6f20776f726c64	hex encoded string
[123,54,243,33]	int/long array
["test", "cat", "dog"]	string array
0/1	Boolean
011011010	Boolean array
B12FD24	Byte-encoded Boolean array

### Also inside strings can be used sprcial safe constants:

\n	New line
\"	Safe Quotes
\\	Safe slash
\;	Semicolon
\:	colon
\[	[
\]	]
\,	Comma
\%	Percent

### User's variables:

@p@	Current character's name

## Data markers

### File header:

Marker	Description
TL	(string) Level title
SZ	(unsigned int) Number of stars
DL	(string) Target level to open when player will fail (all playable characters are dead)
DE	(unsigned int) Target level warp-ID (0 – regular entrance, >=1 – warp-ID of enter)
CN	(string) Game config key.
GS	(bool) Use episode global switches (switch states will be saved)
PS	(int) Physics type (Internal physics configuration ID)
CC	(bool array) Controls flags (allow/deny control features for whole level)
CT	(int) Start level with character ID ([-1] – last used character)
TL	(long) Time limit in seconds (0 - disabled)
TA	(int) Time limit type (Kill player, Trigger event)

### Level Section:

Marker	Description
SC	(unsigned int) Number of section
L	(long) Left side position X
T	(long) Top side position Y
B	(long) Bottom side position Y
R	(long) Right side position X
MZ	(unsigned int) Internal music ID
MF	(string) Custom music relative file path
BG	(unsigned int) Internal background ID
BE	(string) Custom background relative file path
CS	(bool) Connect sides flag (horizontally)
CSV	(bool) Connect sides flag (vertically)
OE	(bool) Off-screen exit flag
SR	(bool) Right-way scroll only (No Turn-back)
SL	(bool) Right-way scroll only
SR	(bool) Left-way scroll only
SD	(bool) Up-way scroll only
SU	(bool) Down-way scroll only
GR	(int) Gravity Value
WE	(bool) Section wind flag
WD	(int) Section wind direction
WF	(int) Wind strength value
WT	(int) Weather effects
CC	(bool array) Controls flags (allow/deny control features for this section only)

### Position bookmarks:

Marker	Description
BM	(string) Bookmark title
X	(long) Position X
Y	(long) Position Y

### Players start points:

Marker	Description
ID	(unsigned int) Player ID

X	(long) Position X
Y	(long) Position Y
D	(int) Start direction

#### Blocks:

Marker	Description
ID	(unsigned long) Block ID
X	(long) Position X
Y	(long) Position Y
W	(unsigned int) Width
H	(unsigned int) Height
CN	(int) NPC Content (Negative value – coins number, Positive – NPC-ID)
IV	(bool) Invisible flag
SL	(bool) Slippery flag
LR	(string) Layer
ED	(string) Event slot “Destroyed”
EH	(string) Event slot “Hit”
EE	(string) Event slot “Layer is empty”
PTR	(string) Unique item pointer (Using only for item specific events)

#### Background object:

Marker	Description
ID	(unsigned long) Background object ID
X	(long) Position X
Y	(long) Position Y
ZO	(double) Z-Offset
ZP	(int) Z-Position (Frg-2 / Frg / Default / Backgrnd / Backgrnd-2)
SP	(int) SMBX64 array sort priority (will used only on save into SMBX LVL file)
LR	(string) Layer
PTR	(string) Unique item pointer (Using only for item specific events)

#### Non-Playable Characters:

Marker	Description
ID	(unsigned long) NPC ID
X	(long) Position X
Y	(long) Position Y
D	(int) Direction
S1	(long) Special option 1
<u>ZP</u>	(int) Z-Position (Frg-2 / Frg / Default / Backgrnd / Backgrnd-2)
S2	(long) Special option 2
GE	(bool) Generator flag
GT	(int) Generator type
GD	(int) Generator direction
GM	(unsigned int) Generator delay
GA	(double) Generator custom angle (applies if direction value is 0)
GB	(unsigned int) Generator number of branches (applies if direction value is 0)
GR	(double) Generator angle range (applies if direction value is 0)
GS	(double) Generator, custom initial NPC's speed (applies if direction value is 0)
MG	(string) NPC message
FD	(bool) Friendly flag
NM	(bool) Idle flag
BS	(bool) Boss algorithms

LR	(string) Layer
LA	(string) Attach layer
EA	(string) Event slot “Activate”
ED	(string) Event slot “Death/Take/Destroy”
ET	(string) Event slot “Talk”
EE	(string) Event slot “Layer is empty”
EG	(string) Event slot “Grab”
EO	(string) Event slot “Touch”
EF	(string) Event slot “Next frame” (trigger event every game logic loop)
<u>PTR</u>	(string) Unique item pointer (Using only for item specific events)

### Physical environment zones:

Marker	Description
ET	(unsigned int) Environment type
X	(long) Position X
Y	(long) Position Y
W	(unsigned int) Width
H	(unsigned int) Height
FR	(double) Custom friction (Applying if “Custom Liquid” environment type is active)
AD	(double) Custom Acceleration direction (Degrees 0...360, -1 means stream is off)
AC	(double) Custom Acceleration (Applying for “Custom Liquid”)
MV	(double) Maximum velocity (Applying for “Custom Liquid”)
EO	(string) Touch event
HN	(bool) Enable hurtful for NPC
HP	(bool) Enable hurtful for Player
HV	(int) Hurtful strength (<0 – health up, 0 – safe, 1 – damage, 2, fast damage, 10 – fataly [as lava])
<u>ST</u>	(bool) Stream (for example, wind or water stream)
<u>SD</u>	(int) Stream direction
<u>SS</u>	(int) Stream strenght
LR	(string) Layer
<u>PTR</u>	(string) Unique item pointer (Using only for item specific events)

### Doors:

Marker	Description
IX	(long) Entrance position X
IY	(long) Entrance position Y
OX	(long) Exit position X
OY	(long) Exit position Y
IL	(unsigned int) Entrance length
OL	(unsigned int) Exit length
IV	(bool) Vertical entrance flag
OV	(bool) Vertical Exit flag
DT	(unsigned int) Door type
ID	(unsigned int) Entrance direction
OD	(unsigned int) Exit direction
WX	(long) World map exit X
WY	(long) World map exit Y
LF	(string) Target level file
LI	(unsigned int) Target Door ID. 0 – enter by default start point
ET	(bool) Is a level entrance
EX	(bool) Is a level exit

SL	(unsigned int) Stars needed for entrance
SM	(string) Stars needed message if not collected
SH	(bool) Don't show number of stars in the target level
NV	(bool) Deny vehicles flag
AI	(bool) Allow items flag
LC	(bool) Locked door flag
LB	(bool) Locked door, bomb required, flag
HS	(bool) Don't show next level entering scene flag
AL	(bool) Allow items (inter-level)
TW	(bool) Two-way door flag
PT	(bool) Projectile exit
LR	(string) Layer
EE	(string) On-Enter event slot
PTR	(string) Unique item pointer (Using only for item specific events)

#### Layers:

Marker	Description
LR	(string) Layer title
HD	(string) Hidden flag
LC	(string) Locked flag

#### Variables:

Marker	Description
N	(string) Name of variable
V	(string) Value of variable (any type, encoded as ASCII/UTF-8 string)

#### Scripts:

Marker	Description
N	(string) Name of script (lua function name)
L	(int) Code of language (0 – Lua, 1 – LunaDLL Autocode, 2 - TeaScript)
S	(string) Source code of script



**Classic Events:**

Marker	Description
ET	(string) Title
MG	(string) Message text
SD	(unsigned int) Play sound ID
EG	(unsigned int) End Game algorithm
LH	(string array) hide layers
LS	(string array) show layers
LT	(string array) toggle layers
SM	(string array) Music section sets
SB	(string array) Background section sets
SS	(string array) Size section sets
TE	(string) Trigger event
TD	(unsigned int) Trigger delay
DS	(bool) Disable smoke
AU	(bool) Autostart event
PC	(bool array) Player's control hold keys
ML	(string) Movement layer
MX	(int) Movement layer speed X
MY	(int) Movement layer speed Y
AS	(int) Autoscroll section ID
AX	(int) Autoscroll speed X
AY	(int) Autoscroll speed Y

**Action-styled events entries**

Action-styled events contains only single entry with one marker ET, what used as event title

**Actions entries example**

ACT\_XXX:"TEXT" ← Single-parametric  
 ACT\_XXX;ID:1;VL:"4564" ← Multi-parametric  
 DO\_XXX ← Action without parameters

**Actions list:****Show message: ACT\_MSG**

Marker	Description
-	(string) MessageText

**Play sound: ACT\_SND**

Marker	Description
-	(unsigned int) Play sound

**Hold player's keys: ACT\_PCNT**

Marker	Description
-	(bool array) Hold control keys

**Reset player's hold keys: DO\_PCNT\_R**

Marker	Description
-	-

**Hide layers: ACT\_LHIDE**

Marker	Description
NS	(bool) without smoke effect
LS	(string array) layers

**Show layers: ACT\_LSHOW**

Marker	Description
NS	(bool) without smoke effect
LS	(string array) layers

**Toggle layers: ACT\_LTOGGLE**

Marker	Description
NS	(bool) without smoke effect
LS	(string array) layers

**Toggle layers: ACT\_LTOGGLE**

Marker	Description
NS	(bool) without smoke effect
LS	(string array) layers

**Change section music ID: ACT\_SETMUS**

Marker	Description
SI	(unsigned int) Section ID
MZ	(unsigned long) Music ID

**Change section custom music file field: ACT\_SETMUSF**

Marker	Description
SI	(unsigned int) Section ID
MF	(string) Music file path

**Change section background ID: ACT\_SETBG**

Marker	Description
SI	(unsigned int) Section ID
BG	(unsigned long) Background ID

**Change section custom background file field: ACT\_SETBGF**

Marker	Description
SI	(unsigned int) Section ID
BF	(string) Background file path

**Change section custom background file field: ACT\_SRESIZE**

Marker	Description
SI	(unsigned int) Section ID
L	(long) left side position X
T	(long) top side position Y
B	(long) bottom side position Y
R	(long) right side position X

**Reset music ID to default: ACT\_SMUS\_R**

Marker	Description
-	(unsigned int) Section ID

**Reset background ID to default: ACT\_SMUS\_R**

Marker	Description
-	(unsigned int) Section ID

**Reset section size to default: ACT\_SSIZE\_R**

Marker	Description
-	(unsigned int) Section ID

**Reset custom music file field to default: ACT\_SMUSF\_R**

Marker	Description
-	(unsigned int) Section ID

**Reset custom background file field to default: ACT\_SMUSF\_R**

Marker	Description
-	(unsigned int) Section ID

**Set event trigger: ACT\_TRIGGER**

Marker	Description
TE	(string) Event title
TT	(unsigned int) Delay, d-seconds (1/10 sec)

**Set layer speed motion: ACT\_MOTEL**

Marker	Description
LT	(string) Layer title
SX	(double) Speed X
SY	(double) Speed Y
AX	(unsigned double) Acceleration X
AY	(unsigned double) Acceleration Y

**Set event trigger: ACT\_AUTOSCRL**

Marker	Description
SI	(string) Layer title
SX	(double) Speed X
SY	(double) Speed Y
AX	(unsigned double) Acceleration X
AY	(unsigned double) Acceleration Y

**Delay next action: ACT\_DELAY\_NEXT**

Marker	Description
-	(long) Delay time, ms

**Loop event X times: ACT\_LOOP**

Marker	Description
-	(long) Loop times

**Loop event forever: ACT\_LOOP\_FOREVER**

Marker	Description
-	-

**Abort event loop: ACT\_LOOP\_ABORT**

Marker	Description
-	(string) Name of event which in loop

**Change Item setting: ACT\_CHITEM**

Marker	Description
PTR	(string) Target Item pointer
IT	(unsigned int) Item type
S	(string) Setting name
V	(string) Setting value

**Cut-scene mode Events****Loop event forever: ACT\_CUTSCENE**

Marker	Description
-	(bool) Enable cut-scene mode (Stop any AI's algorithms)

**Change Item setting: ACT\_CTRL\_NPC**

Marker	Description
PTR	(string) Target Item pointer
S	(string) Command name (Move, talk msg, jump, teleport to, etc)
V	(string) Command value

**Change Item setting: ACT\_CTRL\_PLAYER**

Marker	Description
ID	(unsigned int) Playable character ID
S	(string) Command name (Move, talk msg, jump, teleport to, etc)
V	(string) Command value

**Global events and switches****Change Item setting: ACT\_GLOBAL\_EVENT\_DO**

Marker	Description
E	(string) Global event name
S	(string) Command name (Move, talk msg, jump, teleport to, etc)
V	(string) Command value

**Change Item setting: ACT\_GLOBAL\_SWITCH**

Marker	Description
SN	(string) Global switch name
SW	(bool) Switch state