Reuben Manual

# Project Setup

Reuben works differently than traditional game editors. Traditional editors load and save all data to and from the ROM. Reuben uses a project-management approach. All files are stored externally/separately from the base ROM. In order to place your changes in a playable version, you "compile" all the data into a working ROM.

The advantages to this approach allows a safe way to keep your changes separate from the base game. If something goes wrong, an entire project doesn't have to be scrapped. It also allows for levels of various sizes not cause conflicts, unlike a traditional editor. It also allows for flexability in team projects. Rather than have everyone working on a base rom, individuals can work on individual levels, worlds, graphics, etc. and everything can ultimately be collaborated by simply transferring separate files.

# Reuben File Types

* **<project name>.rbn** - This files contains information about the project over all such as the name of the project, paletta data, world names, level names and what worlds contain what levels.
* **<project name>.chr -** This contains the project's graphics.
* **<project name>.tsa -**Contains block definition values such as how to draw tiles, their solidity and interaction values and special tile interaction properties.
* **music.xml** - This contains a list of music values and their names. This can be modified by hand and Reuben will use this file to note what the various music values are called. This should only be edited by those who create custom music. **REUBEN DOES NOT GIVE YOU THE ABILITY TO ADD CUSTOME MUSIC.**
* **special.chr -** This contains special graphics used to indicate various tile properties and sprite properties on the level viewer.
* **sprites.xml -** This contains the various sprite definitions on how to draw a sprite, what class and group it belongs to and special overlay information.
* **strings.xml -** This contains various strings defining values used by the game, such as level type names, graphic bank names, etc.
* **/Worlds/<id>.map -** Contains data for world maps.
* **/Levels/<id>.lvl** -Contains data for levels.

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# Creating a New Project

To create a new project, go to **File->New->Project** and enter in the project name. You will be asked to save the file to a new location. The location that you save you file will be the location where all of Reuben's external files will be saved. It is suggested that you create a new folder and save your new project there.



To open an existing project, simply select **File->Open->Project**.

# Project Manager

The right portion of the editor contains the project manager. The project manager displays the various worlds and the levels contained in those worlds. The "No World" node contains levels that do not specifically belong to a world.

# Edit World or Level

First level nodes (highlighted in yellow) are the worlds. To modify a world, right click the node and select **Edit World.** To modify a level, select a second level node (highlighted in blue) and select **Edit Level.**



# Add New World or Level

To add a new world, right click the project node or world node and select **New World** and enter in the name. To add a new level, right click any node and select **New Level.** When adding a new level, you will be asked to select the level type you are creating. Each level type contains it's on **Block Definition**. There are 15 level types available.

# Delete World or Level

To delete a level or world, right click the node and choose **Delete World/Delete Level**. If you delete a world, all levels in that world will be moved to "No World" rather than deleting all levels in that world. "No World" cannot be deleted.

# Moving Levels

To move a level to another world, right click the level and select **Move To-><World Name>.**

# Level Editor

Below is a view of the level editor screen.

* **Blue Section**: This is the selector panel. This is where you select tiles, sprites or pointers to add, edit or delete.
* **Yellow Section**: This the level viewer where you perform level editing actions.
* **Red Section:** This contains editor information and level header modifications.
* **Green Section:**  This contains the project manager in a collapsed state. To expand the project manager, click on the button at the top with "<<". To manually collapse it, click the button again, which should display ">>".



As you resize the window, the level viewer will fill the avialable space, where as the other panels will remain the same size.

# Selector Panel:

The selector panel determines what part of the level you are modifying by selecting on the available tabs - **Tiles, Sprites, Pointers.** The level viewer's actions will change as you select a different mode.



# Tile Selector:

* **Blue Section -** This contains various layouts that can be used. You can create custom layouts that will be defined here.
* **Red Section:** This contains all the tiles availabe for selection.
* **Green Section:** The left tile shows the currently selected tile for drawing. The right tile contains the currently selected that that's assigned for drawing with the right mouse button (more on that later).



# Definition Editor:

Double clicking on a tile in the tile selector will launch the block definition editor. The current level type will be selected by default and the tile that was double clicked will be selected by default.