VladikRunner manual

How to start a game

To start you need **System.Drawing.dll**, **map.bmp** be in the same folder as the game **ConsoleApp.exe**.

Map editor

You can edit in any image editor you want but I recommend using Microsoft Paint. Map must be 20х20 pixels, with only colors from table. Its name should be **map** with **bmp** extension.

Combo map example:



|  |  |  |
| --- | --- | --- |
| Color | Color code | Meaning |
| White | 255, 255, 255 | Space |
| Black | 0, 0, 0 | Collision |
| Blue | 0, 0, 255 | Platforms you can jump from below |
| Green | 0, 255, 0 | Spawn point |
| Red | 255, endX, endY | Moving platform |

For setting up red blocks (moving platforms) you need to set amount of red to 255 and green and blue will be your ending X and ending Y points.