

Welcome

The site was changed entirely as of 4/25/19.

This change includes a new BTD5 tool

I expect to actually update this toolsite again with updates to older tools, as well as newer ones.

Maybe the zen garden slots will be filled one day

Until then, enjoy these crappily put together but gets the job done tools.

The next pages are individual guides on tools.

- Hydra
- ~~Aquarius~~

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

```
{
  "aliases": [
    "Gravestones"
  ],
  "objclass": "GravestoneProperties",
  "objdata": {
    "ForceSpawnData": [
      "GridX": "5",
      "GridY": "4",
      "TypeName": "goldtile"
    ]
  }
}
```

This here is the output box.

It starts with your starting code ^

Then adds, for example:

After you clicked a gold tile at 5,4

```
"GridX": "5",
"GridY": "4",
"TypeName": "goldtile"
```

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

When you are finished, you select this button here

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



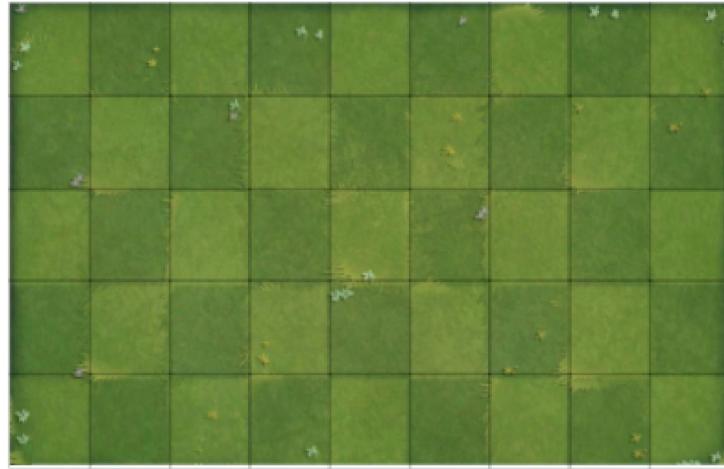
Finished

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: 1 Wait time before spawning after wave.



Here the grid items work a bit differently.



Instead of having an amount, you click the check on which ones the zombies can spawn from.



It get's a bit complicated with zombies.

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

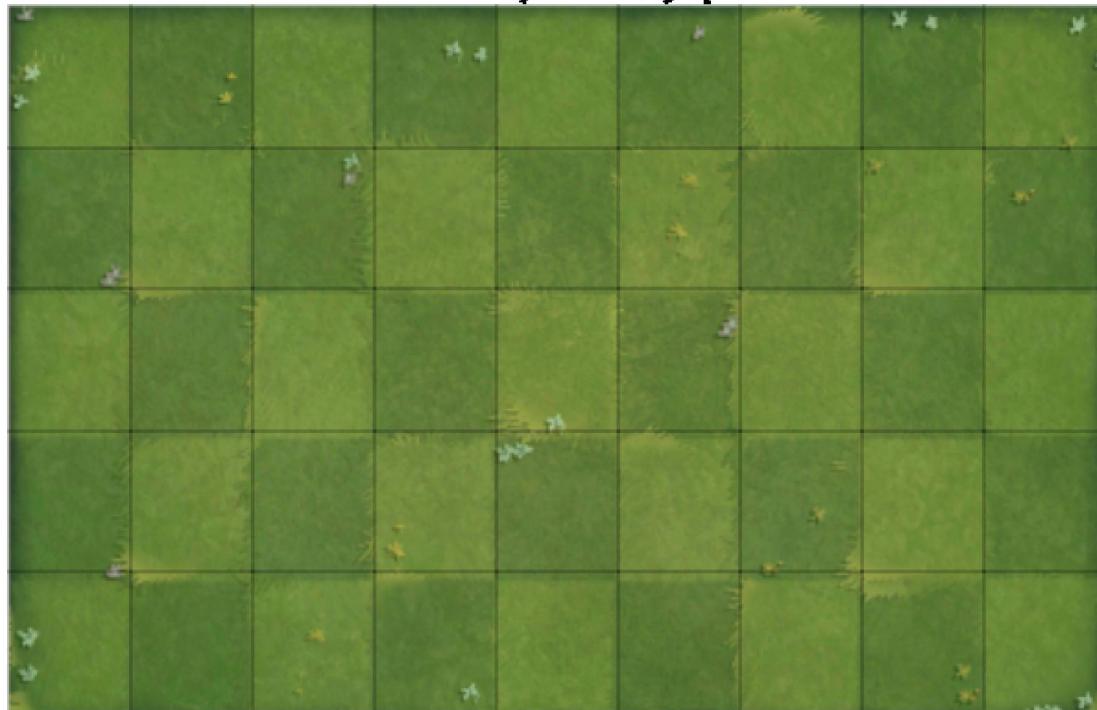
The amount of zombies spawned is based on the total of the number of zombies. The box to the right of a zombie is how much will spawn. Leave at 0 for none. There is also every type of zombie, but I cut most out for the sake of this guide.

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

Same as page 2.

Section 4: Mold Colonies

This ones about mold! Yay nothing special.



This is eraser.

You get it.



This is your mold tool, click anywhere on the grid to place.

Finished

Click here when finished and it will generate your code.

But for real, this one is self explanatory.

Section 5: FrozenPlantPlacement

(Preplaced Plants)



NEW: Ice

This adds the ice condition to plants meaning they are in an iceblock.



ERASER.



These are your plant tools.
Click on one, then click on the grid.

Grid ID: 7x4

```
{
  "Condition": "icecubed",
  "GridX": 0,
  "GridY": 0,
  "TypeName": "sunflower"
},
{
  "Condition": "icecubed",
  "GridX": 0,
  "GridY": 4,
  "TypeName": "sunflower"
},
{
  "GridX": 5,
  "GridY": 2,
  "TypeName": "wallnut"
}
```

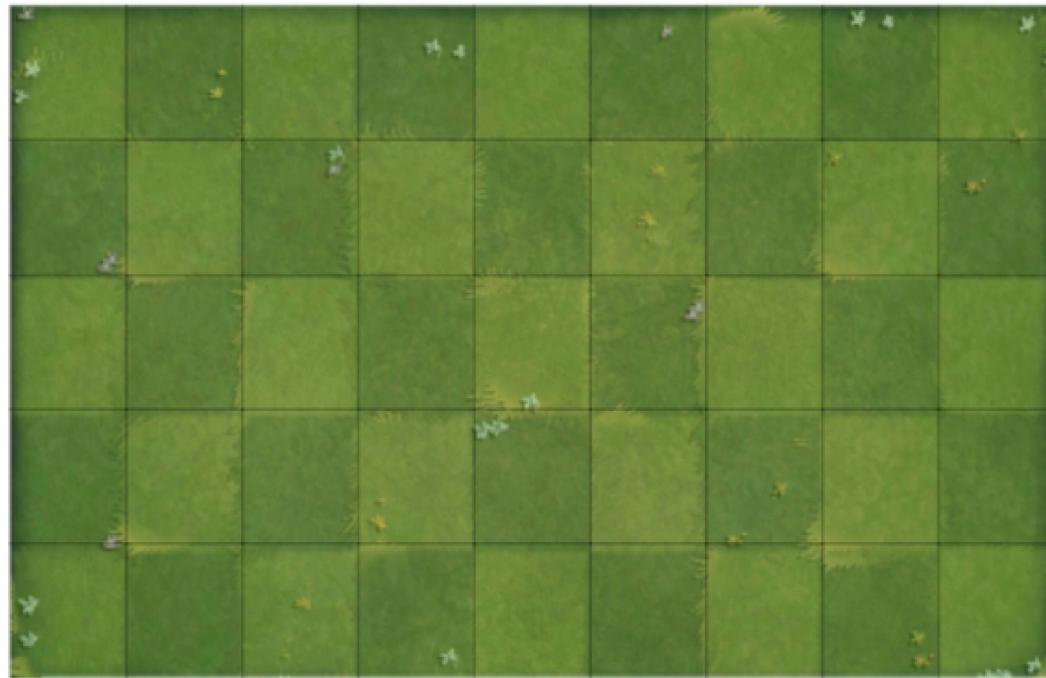
This is where your code is, click Toggle Separate Array to show the box.

When finished, press done to finalize.

Finished

Toggle Separate Array

Section 6: Power Tiles



NOTE: THERE IS A BUG IN THIS, WHERE IF YOU DELETE EVERYTHING YOU MAKE, IT DOESN'T PLACE ALPHA (GREEN) TILES. This bug is weird and a temp fix is to just reload the page to clear the grid.



A REALLY BIG MISTAKE



These are your tiles, click one then click on the grid.

Grid ID: 8x4 Current Grid ID indicator

**Output box.
Tiles are put here.**

When done press finished for final code that you use in level.

Finished

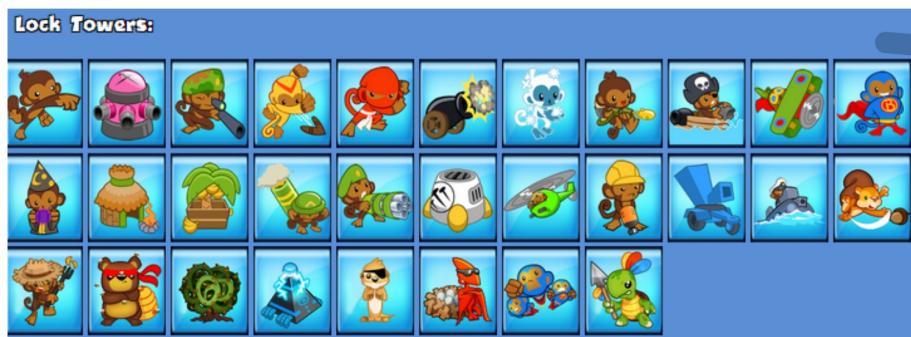


Need to be in English.xml in order to work in game properly.

You can't usually do this, but I think it still works.

Impoppable doesn't exist in the game code as an option. Default values are reflected, but it won't show that it is "Impoppable" mode in game.

Click the gear or map to open the menu to change it.



When a tower is gray after clicking on it, that means that it is locked. Only available towers will have color.

Lock Upgrades:



Clicking a tower will prompt you for the amount of purchasable upgrades on the left, then right side.

Max Monkeys: -1

Max of Each Monkey: -1

Disable Lab Upgrades:



Max Monkeys is total monkeys on the map at once.

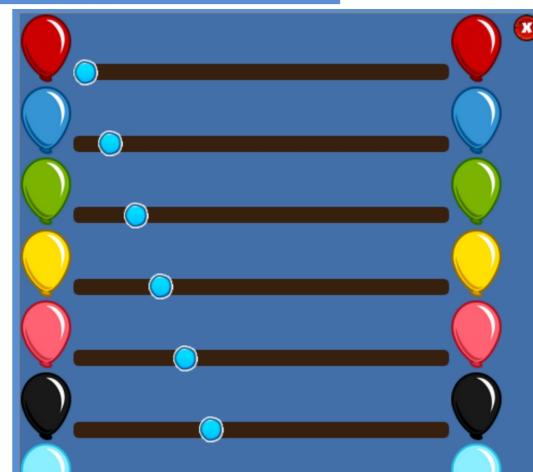
Lab upgrades that can't be used are in gray when you click on them.

Disable Speciality Buildings:



Click one of the speciality buildings to make it disabled, it will be in grayscale once you do.

Change Bloon Ranks



Changing them are displayed visually. Use the slider to change what they become.

Finished

```
{  
  "nk_description": "Description",  
  "Rules": {  
    "BlockedSpecialties": [],  
    "TargetRound": 65,  
    "CanSave": false,  
    "LockedTowers": [],  
    "LockedUpgrades": [  
    ],  
    "BlockedLabUpgrades": [],  
    "MaxNumberOfTotalTowers": -1,  
    "MaxNumberOfEachTower": -1,  
    "BloonLevelOffsets": [0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0],  
    "Reward": {  
      "XPMultiplier": 1,  
      "MonkeyMoney": 50,  
      "XP": 0,  
      "MonkeyMoneyMultiplier": 1  
    }  
  },  
  "Setup": {  
    "Money": 650,  
    "Health": 150,  
    "StartRound": 1  
  },  
  "nk_title": "Name",  
  "nk_track": "monkey_lane",  
  "nk_rank_required": 20,  
  "nk_mode": 1  
}
```

Pressing finished will generate the level json.